Evaluating Apps

<u>Title:</u> Move the Turtle

Evaluators: Elizabeth Hay and Stephan Petty

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	x		Yes, to teach coding this would be perfect for the students.
Were the screens appealing? • Color, items on screen, sounds	x		Yes, it is very bright and uses multiple colors to catch the eye.
Is it easy to navigate?		Х	
Is it easy to learn?		×	
Does the user need Supervision to use	X		The app is trial and error
f the App required a response, was it appropriate? right or wrong)		X	No, we made the shape and it told us it was wrong
Were there bells and whistles? • If so, do they enhance instead of detract?		X	

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If not, should there be?		It should give hints to help you know what you are doing.
Did you like using the App?	X	No, it was frustrating
What was the cost? • Was there a "lite" version ○ If so, was it enough	X	There was no lite version and it cost 3.99
Were there in-app purchases? • If so, what were the additional costs?	X	
How does it compare to other apps that do the same?	×	Not as well, because it was very frustrating to use
Additional Comments		Small tutorials before each section to help refresh.

Developmentally Appropriate

Questions Yes No Comments

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 Child Development and Learning Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	×		It was appropriate for teaching children how to code. It provides students a new learning experience with how to code.
IndividualDoes it match individual's abilities?Does it meet individual's needs?		X	No, because if you cannot read or understand directions then you cannot do it on your own.
Social/Cultural Bias? Commercialism Comments		×	