

Title: Adventure Academy

Version: 1.26.0

Publisher/ Producer / Creator: Age of Learning, Inc.

Target Audience: 8-13

Type of software: Drill and Practice. The information is presented, and students are able to practice what they know.

Curriculum(s) (Possible environment(s) and why): Because the “play” time outweighs the “learning” time in the beginning, this would only be useful if students had already started playing on the app and had passed the basics. We could see this being used as an incentive in any curriculum; students would get Adventure Academy time after they successfully completed their work.

Cost: Free to download, \$9.99/month, \$79.99/year

Description Paragraph: As the app opens you have to create an avatar to continue to the app. There are different levels to choose from, beginner/intermediate etc. It has 360 graphics and you can move the avatar around and talk to other players. The app has background music and it has moving graphics like a video game. Has lots of extra content before you can navigate to the educational subject areas. For each level you pass you can gain items and coins. These can be used at the virtual campus store the app has.

Impression and Usage Paragraph: The app has good use of colors and background noise, it's enough to keep students engaged. It has 360 graphics and is virtual like a video game so it's very fun to use, but the play time overpowers the educational time. The play time has educational purposes but you have to follow the apps instructions before you can get to where you want to go. This would be good to use after the beginning part of the app has been completed.