

Title: SimCity BuildIt

Version: 1.36.1

Developer: Electronic Arts

Target Audience: 4+, but the first thing you have to do is verify your age, which makes me think that you probably have to be a certain age, like 10-13, to actually play the game.

Type(s) of software with your justification: SimCity BuildIt would be considered *Problem Solving*. The user solves real-world problems like fires, pollution, and other catastrophic events. Moreover, the user is tasked with meeting citizen needs by establishing public services such as a police department. Students would need to use critical thinking skills in order to fully follow the game.

Curriculum(s) (possible environment(s) and why): Because the benefits of this app are decision-making and critical thinking, I think this app would be great in any curriculum. I would use this in my ELA class to gain a deeper understanding of my students and their thought processes. I could ask my students to write down each problem they encounter, the solution they chose, and why. This would help them rationalize their thinking and gain a deeper understanding of critical thinking skills in the real world.

Cost: The app is free on the iPhone App store.

Description paragraph: After you verify your age and agree to the Terms and Conditions, you immediately get to work! You connect your city to the main highway so that your citizens can easily travel to and from the city. Then, you start building houses for your community. Right before your eyes, the city is built from the ground up, complete with sound effects that add to the experience. Immediately, you're making decisions about the city and assessing how those decisions will impact the community. You will need to build power plants, meet communal needs, and make connections with other mayors to best serve your citizens.

Impressions and usage paragraph: I like this app because it's fun yet educational. You have to use critical thinking and decision-making skills to create the best community. One of the first problems that I encountered was how to power the city. Do I choose the more expensive windmill plant? Or do I use the cheap coal-fueled plant? Do I need to be more worried about expenses or pollution? I ultimately made the decision to spend more money on the windmills. This one example would be a great conversation starter about pollution and climate change. I could ask my students which one they would pick and their reasoning behind their decisions, which would lead to class-wide research and discussion about the effects of pollution.

Does the software pass **Review**? Yes

Does the software pass **Evaluation**? Yes