Title: Win the White House

Version: 1.2.3

Publisher/ Producer / Creator: iCivics, Inc.

Target Audience: 4+

Type of software: Problem Solving. The user is tasked with creating a presidential campaign and ultimately winning the White House! You pick issues you care about, choose proper responses in debates, and develop your own campaign complete with a slogan and members of your team.

Curriculum(s) (Possible environment(s) and why): Due to the political nature of the app, this would be great in a social studies class! Students would be introduced to political debates and other governmental processes in addition to political topics and issues that are relevant to their lives.

Cost: Free

Description Paragraph: As the app opens you get to pick your avatar, state, and political party. You get to select an issue you want to discuss and then another avatar will respond with questions as to why and what you will do about the certain issue. You get three choices to choose from and then it continues from there. It's easy to navigate as you get to pick your topics and issues to discuss. From the three answer choices you get, you can also click the sound bar and it will read them out loud to you if you have trouble reading. You can pick your own campaign slogan and the background graphics mimic those of the White House.

Impression and Usage Paragraph: This app is very fun to use. It's so engaging that you are learning and having fun at the same time, they equal each other out. It is free and doesn't have any in-app purchases. The sounds and graphics aren't too overbearing and picking your slogan and political party is fun and educational. The only issue is the answer choices, some were made bland that way you know the best answer to pick. With that being said, some students might pick these answer choices to be funny so the app might need supervision depending on how it is used. That is the only issue we noticed, there were no ads or anything distracting while we used the app.