

Evaluating Apps

Title Hopscotch

Evaluators Carlee Collins Maggie Schreit Erin Rezanka

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> 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		
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 	X		
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detract? If not, should there be? 	X		
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 			free

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<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 			\$6.77 a month
<p>How does it compare to other apps that do the same?</p>			<p>It is more of a social media type app. Make your own games and others can play.</p>
<p>Additional Comments</p>			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	X		
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	X		
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 		X	

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