Carlee Collins, Erin Rezanka, and Maggie Schreit

Title: Anatomyou VR (Simulation)

Version: Anatomyou VR – Only version (version 2.0.3)

Publisher: Healthware Canarias Sociedad Limitada

Target Audience: The publisher says 12+. This app is suited for an older audience, so 12+ would be appropriate. Most of this app requires a bit of knowledge about human anatomy. It wouldn't be really relevant to young Elementary students, but could be very helpful for them to learn. This app is compatible with iPhone, iPad, or iPod touch.

Curriculums: This app is very helpful when learning about human anatomy. This app can be used to introduce concepts to students, or can be used to help implement an understanding of a concept. This app can be used to introduction into a lesson, or can be used for the lesson itself. This app can also be used for assessments purposes in order to recap what has been learned.

Possible Environments and Why: This app can be used in a regular classroom setting. This app is also appropriate for science classes only. This app is great for any and all environments, even home. Very educational and can be implemented in many environments.

Cost: Free, but each system/structure costs money (.99)

Software: The software is very organized and very visual. This app provides great visuals of the different systems/structures of the human anatomy. Being VR, it's easy to navigate and see anything you want to see. Simply by moving the iPad, you are able to look around like you are actually in the human body. The visuals give a very accurate and great representation of the various human anatomy systems. The software slowly takes you through each system so it's easy to really learn and get a good understanding. The software gives very descriptive notes about each human anatomy system as you are essentially "going through" the body. It's almost like you are the bus in the "Magic School Bus" and you are inside the body getting an inside look at each system/structure.

Impressions of Software & used in Class: The navigations were extremely easy, considering all you did was watch the screen, there were not really any navigations. You controlled what you saw by moving your iPad to look around. The visuals were EXCELLENT. It was like you were really inside the human body. There were many different human body systems to choose from, so you could pick whichever system you were teaching and have your students explore that system through VR. This would need to be implemented in an older classroom. Younger students wouldn't really get the full concept because anatomy isn't highly integrated in younger grades. One review said that the app is useless and you have to pay a high price for each structure you want to view. The app really helps develop an understanding of the human anatomy, it isn't useless. The price per structure is .99, something that isn't too outrageous.
Does Software Pass: Yes