

Evaluating Apps

Title: Explain Everything

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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		enhance
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 	x		

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			Free trial for 7 days then \$6.99 per month
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	x		Pro is free for 30 days then \$69.99 a year
How does it compare to other apps that do the same?		x	Never played with apps like this.
Additional Comments			

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? 			Collaborative group work that teacher can monitor. Lots of different uses.
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	x		

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<p>Social/Cultural</p> <ul style="list-style-type: none">• Bias?• Commercialism Comments		x	
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