Title: Math Learner – Learning Games

Evaluators: Hayley Capps & Sydney Whitley

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	✗		
Did the software crash?		✗	
Was the content appropriate? Did it meet the user's needs?	✗		
Were the screens appealing? • Color, items on screen, sounds	✗		
Is it easy to navigate?	✗		
Is it easy to learn?	✗		
Does the user need Supervision to use		✗	
If the App required a response, was it appropriate? (right or wrong)	✗		
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	✗		Enhance, makes different noise for right and wrong answers
Did you like using the App?	✗		

What was the cost? • Was there a "lite" version o If so, was it enough			free
Were there in-app purchases? • If so, what were the additional costs?			3 day free trial, $9.99/weekly
How does it compare to other apps that do the same?			This is a great app even though it just focuses on math.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	✗		
Individual • Does it match individual's abilities? • Does it meet individual's needs?	✗		
Social/Cultural • Bias? • Commercialism Comments		✗	