

Evaluating Apps

Title: Total Recall

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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	
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	Free
Were there in-app purchases?		x	

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<ul style="list-style-type: none"> If so, what were the additional costs? 			
<p>How does it compare to other apps that do the same?</p>			<p>This is a lot simpler compared to Padlet, but does not have as much options the create.</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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