## Evaluating Apps

<u>Title</u> Mimo: Learn to Code

# **Evaluators** Annie Shaw and Hannah Cunningham

Questions	Yes	No	Comments/ Notes
<ul><li>Have you played enough to know every aspect?</li><li>Did you try things that were wrong and/or unexpected</li></ul>	<b>✓</b>		
Did the software crash?		<b>√</b>	It did freeze up at points.
Was the content appropriate? Did it meet the user's needs?	✓		This app was very user friendly. It covered a lot of material. In the end a user receives a certificate of achievement.
Were the screens appealing?  • Color, items on screen, sounds	<b>✓</b>		The colors are purple, green, and white. All of the screens are appealing.
Is it easy to navigate?	✓		It provides many clear options.
Is it easy to learn?	<b>✓</b>		It has multiple steps and each step has tutorials.
Does the user need Supervision to use		✓	This app does a good job of guiding its user.
If the App required a response, was it appropriate? (right or wrong)		<b>✓</b>	It does have appropriate responses.
<ul> <li>Were there bells and whistles?</li> <li>If so, do they enhance instead of detract?</li> <li>If not, should there be?</li> </ul>	<b>✓</b>		They were not distracting. It added to the material.

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Did you like using the App?	✓		It was easy to learn from because of all the laid out steps.
What was the cost?  • Was there a "lite" version  ○ If so, was it enough	✓		The app itself was free, but the app has options of a 7-day free trail, \$9.99/month subscription, or a \$29.99/month subscription.
Were there in-app purchases?  • If so, what were the additional costs?	✓		There are different options for a subscription.
How does it compare to other apps that do the same?	✓		We believe we could find something free that would allow students to learn the same material.
Additional Comments		<b>✓</b>	

### **Developmentally Appropriate**

Questions	Yes	No	Comments/ Notes
<ul> <li>Child Development and Learning</li> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> </ul>	<b>✓</b>		It was very educational. It allowed students to learn the process of making a game, learning to hack, learning coding, and making an app. We are not sure learning to hack is an appropriate task.

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Follows Appropriate Teaching			
Sequence?			
Individual			Yes, it provides guided tracks to
<ul> <li>Does it match individual's abilities?</li> </ul>	<b>√</b>		developing the different tasks. It
<ul> <li>Does it meet individual's needs?</li> </ul>			also gives student choice.
Social/Cultural			
• Bias?		$\checkmark$	We detected no bias.
<ul> <li>Commercialism Comments</li> </ul>			