

Evaluating Apps

Title: Kids Planet Discovery (Discovery Learning)

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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		The content was appropriate and focused on the topic of continents.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		The app uses a variety of colors and sound effects which enhance the use of the app.
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		This app includes bells and whistles that include the use of sound

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			effects. Sound effects are often used when the user answers a question wrong by a certain sound.
Did you like using the App?	X		
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		X	This app was free but only lets the user learn about the continents and their different cultures.
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		For users to have access to more options within the app, they will have to purchase each that have different costs.
How does it compare to other apps that do the same?			This app is well designed, however, I feel like there are better apps that have been created that would be more efficient for young users.
Additional Comments			N/A

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Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		The subject matter in regards to the app focuses on the different cultures of the world. This could be used as a tool within a classroom for students to use to greater their knowledge on each continent.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		This app allows young users to work and learn at their own pace based on their individual needs and abilities.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	This app uses little creatures instead of people which make the app appear to be non-bias in regards to social/cultural aspects.