WORLD OF CENTS

VERSION	PUBLISHER	TARGET AUDIENCE	COST	PASS OR FAIL?
1.0.1	National Credit Union Administration	4+	Free	PASS

DESCRIPTION OF APP:

It is a simulation software. It simulates an empty space where the user is the builder. The builder needs to earn money to be able to build things. The user chooses a level according to the user's age. Each level has different mathematical problems that need to be solved in order to earn money which can be used to build. The user can also sell any of the buildings to earn more money.

OUR REVIEW:

This software was easy to navigate and had a good appearance with colorful background and nice audio. However, it was a little boring to play. The software calculates the money spent so the user actually needs to solve mathematical problems just to earn the money. It might be used in free time to engage the students in mathematical problems but it doesn't really fit in a fifth grade curriculum.

TYPE OF SOFTWARE/ ENVIRONMENT:

Software: Simulation because it simulates an environment where you build your own houses and need to earn enough money to build houses.
Environment: Single user environments, because each user can use the app individually. It can also be used as a mobile environment.

CURRICULUM:

It helps students to practice multiplication in order to keep building houses. It doesn't really fit a fifth grade curriculum.

Title: World of Cents

Evaluators: Hebatallah Messallam and Damaris Montoya

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? ● 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? ● Color, items on the 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? ● 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? ● Was there a "lite" version	x		Free

○ If so, was it enough			
Were there in-app purchases? ● If so, what were the additional costs?		×	
How does it compare to other apps that do the same?			The game itself is not really interesting.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning ● Is subject Matter appropriate? ● Educational Focus? ● Provides for Learning New Content? ● Follows Appropriate Teaching Sequence?		×	The app calculates all the money transactions so the user doesn't really need to use math.
Individual ● Does it match an individual's abilities? ● Does it meet an individual's needs?	×		
Social/Cultural ● Bias? ● Commercialism Comments		×	