**Title: Scribblenauts Remix**

**Evaluators:Hannah**

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| --- | --- | --- | --- |
| **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 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) |  |  |  |
| Were there bells and whistles?   * If so, do they enhance instead of detract? * If not, should there be? |  |  |  |
| Did you like using the App? | x |  |  |
| What was the cost?   * Was there a “lite” version   + If so, was it enough | x |  | $0.99 |
| Were there in-app purchases?   * If so, what were the additional costs? | x |  | Different pack that each cost $0.99 each |
| How does it compare to other apps that do the same? |  |  | I think this is more of an open, sandbox mode type of problem solving game. |
| 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? | x |  |  |
| Individual   * Does it match an individual's abilities? * Does it meet an individual's needs? | x |  |  |
| Social/Cultural   * Bias? * Commercialism Comments |  | x |  |

**Title:**

* **Scribblenauts Remix**

**App Store**

* **Apple/iPad**

**Version:**

* **7.5**

**Publisher, producer, creator:**

* **Warner Bros.**

**Target Audience:**

* **Middle School**

**Type of software (With Justification):**

* **This is a problem solving app because it presents the students with an end goal and allows them to explore to create their own solutions to reach the end goal.**

**Curriculum (How does it fit into the curriculum):**

* **This is a great way to allow your students to have fun while developing skills like critical thinking, problem solving, collaboration, and more. Also incorporates spelling into this game.**

**Cost:**

* **$0.99**

**Paragraph Description of App:**

* **This app is a puzzle game, but also a word-driven problem solving. Students are presented with different challenges for them to work through. Each has a unique task for students to work through at different difficulties. This problem solving app is more of a sandbox type game, that allows students to have a lot of freedom with their brainstorming.**

**Paragraph of Impression of App/How to use app in future classroom:**

* **I like this app. I think students would definitely enjoy getting to interact with this app. I think with the critical thinking skills, it is something that I can have my students work through so they can transfer those skills into their math or science lessons.**