**Title: Minecraft: Education Edition**

**Evaluators: Allyx and Hannah**

**Done all**

|  |  |  |  |
| --- | --- | --- | --- |
| **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) | 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
	+ If so, was it enough
 | X |  | free app Subscription, $4.99 per year 10 free trials  |
| Were there in-app purchases?* If so, what were the additional costs?
 | X |  | subscription |
| How does it compare to other apps that do the same? |  |  | Offers more real world simulation as it includes students current interest. Also allows access to in app periodic table building |
| 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:**

* **Minecraft:Education Edition**

**Version:**

* **1.14.50**

**Publisher, producer, creator:**

* **Mojang AB**

**Target Audience:**

* **Middle School or higher elementary**

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

* **Simulation because students create their own characters in a virtual world and use tools to solve real problems.**

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

* **Free time, science or geography.**

**Cost:**

* **$4.99 annually**

**Paragraph Description of App:**

* **Mojang has taken the popular video game, Minecraft, and released it as a Education Edition. This allows for teachers to take advantage of Minecraft’s creative abilities to allow for students to learn lessons. You set your lesson in an actual Minecraft world. The teacher creates (or you can select a premade lesson) a specific lesson for their classroom. The students can access the world, and create their own character to use while exploring the world. Students will navigate through the world together completing the tasks within the lesson.**

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

* **This is something that we think students would have fun learning through. Minecraft (and video games in general) is something that students are really interested in these days, and bringing it into the classroom will certainly get them engaged in the learning process. Using this app, you are able to encourage a constructivist and collaborative way of learning.**
* **An example of how you can use the app is in a math lesson. You can have students explore the world and use blocks to learn about area and perimeter. You can have a real world application by having students create a house or a garden while using area and perimeter.**

**Does this pass review?**

**Yes**

**Does this pass Evaluation?**

**Yes**