

ADVENTURE ACADEMY

- Version 1.26.0
 - Age of Learning, Inc.
 - Target audience is probably ages 6-10, but is made for ages 4 and up.
 - Simulation because you are playing a human as a character and completing tasks and discussing topics with people.
 - I can use this by creating some type of competition between my students at the end of the year. I can see who can level up the fastest or tell them to try and get through level so-and-so to get a prize.
 - Free to download, then you have no option but to by a subscription. There is a 30-day free trial then you either pay \$79.99 a year or \$9.99 monthly.
 - This software is called Adventure Academy. I found this app on the app store for iPhone users. This game is all about leveling up and earning coins. Each level has a set of videos and lessons you have to complete in order to move on to the next thing. You are playing a new student at an academy and getting to know your classmates and teachers, as well as the headmaster. For the first few levels, the game will tell you what to do, but then it is super easy to navigate and get around. Before you even begin playing, the parent and the child can both opt in or out on doing a survey, and this survey will cater towards specific needs such as age-appropriate subjects and materials they struggle with. You can edit what the child can and cannot do, such as chat with other people. The child can decide what their name is, what their username will be, and what the character they play will look like.
 - Overall, I have really enjoyed playing this game and getting comfortable with the material. I love how interactive it is with the student and very descriptive. It is very well designed. Although it is a bit confusing at first, I have full confidence a student will be able to navigate when they use it after a few times. The only negative thing I have to say about this program is that I really do wish there was some type of free version so the kids can still get a taste of this software without spending a large amount of money. I can use this by creating some type of competition between my students at the end of the year. I can see who can level up the fastest or tell them to try and get through level so-and-so to get a prize.
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- Does the software pass **Review**? Yes
 - Does the software pass **Evaluation**? Yes