

## Evaluating Apps

**Title:** QR Reading & Creator

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> <li>• Did you try things that were wrong and/or unexpected</li> </ul>	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> <li>• Color, items on screen, sounds .....</li> </ul>		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)			No response
Were there bells and whistles? <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>		X	
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> <li>• Was there a "lite" version               <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>		X	Free

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Were there in-app purchases? • If so, what were the additional costs?	X		Advertising Removal \$0.99
How does it compare to other apps that do the same?			Comparably the same as all other QR apps.
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 individual's abilities? • Does it meet individual's needs?	X		
Social/Cultural • Bias? • Commercialism Comments		X	

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