

Evaluating Apps

Title: Total Recall

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • 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? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		When you first open the app, there are many colors on the example mind map. We feel that once the children open the app and see that, they will get more excited about using the app.
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?		X	

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<ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 			
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 			Free download
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		Mind Map Unlock \$1.99
How does it compare to other apps that do the same?			More focused on graphic organizers and mapping out your thoughts.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? 	X		

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<ul style="list-style-type: none"> Follows Appropriate Teaching Sequence? 			
Individual <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	X		
Social/Cultural <ul style="list-style-type: none"> Bias? Commercialism Comments 		X	