Evaluating Apps

<u>Title</u>

Explain Everything

<u>Evaluators</u>

Ryan Adams

Trent Swaim

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected		*	
Did the software crash?		*	
Was the content appropriate? Did it meet the user's needs?			N/A user created content
Were the screens appealing? • Color, items on screen, sounds	*		
Is it easy to navigate?	*		
Is it easy to learn?	*		Lots of tutorials offered in app
Does the user need Supervision to use		*	
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?	*		Powerful creation tool with many features. Can enhance the experience, but user can be overwhelmed with options.

Evaluating Apps

Did you like using the App?	*		
What was the cost? • Was there a "lite" version ○ If so, was it enough			Has a free and two tiers of a paid version \$6.99/month or \$69.99/year
Were there in-app purchases? • If so, what were the additional costs?		*	
How does it compare to other apps that do the same?			The available tools remind me of photoshop, however explain everything has a sharing feature not seen in photoshop. Relatable to Padlet, but easier to use.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning			

Evaluating Apps

 Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 			N/A
IndividualDoes it match individual's abilities?Does it meet individual's needs?	*		Can be used in a simple or complex way.
Social/Cultural Bias? Commercialism Comments		*	