Evaluating Apps

<u>Title</u>

Prodigy: Kids Math Game (Drill and Practice)

Evaluators
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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected		*	Storyline seemed to be hours long
Did the software crash?		*	
Was the content appropriate? Did it meet the user's needs?	*		
Were the screens appealing? • Color, items on screen, sounds	*		
Is it easy to navigate?	*		
Is it easy to learn?	*		
Does the user need Supervision to use		*	
If the App required a response, was it appropriate? (right or wrong)	*		Responses to math problems
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	*		Add, makes it a very interesting app
Did you like using the App?	•		

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What was the cost? • Was there a "lite" version ○ If so, was it enough	*		The light version was plenty, \$4.99/month subscription option.
Were there in-app purchases? • If so, what were the additional costs?		*	
How does it compare to other apps that do the same?			Put a very unique twist to simply answering math problems. The entire game depends upon whether you can answer the questions correctly or not.
Additional Comments		*	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning			
 Subject Matter appropriate? 			Focus on math. Not new content, but
Educational Focus?	*		rather rehearsal of old content.
 Provides for Learning New 			
Content?			

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 Follows Appropriate Teaching Sequence? 			
IndividualDoes it match individual's abilities?Does it meet individual's needs?	*		
Social/Cultural Bias? Commercialism Comments		*	