

Evaluating Apps

Title 3D Anatomy Learning

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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		
Is it easy to navigate?		X	Not at first, but once you have your bearings then it becomes easier.
Is it easy to learn?	X		
Does the user need Supervision to use	X		Certain age groups would need supervision, because of some of the content on there.
If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		Included quizzes
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 		X	
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	Wish there was a way to remove the ad at the bottom.

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			It did get in the way sometimes.
How does it compare to other apps that do the same?			It does just the same, and it is free to use.
Additional Comments			Overall it is a great app and can be used greatly in the classroom.

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? • Follows Appropriate Teaching Sequence? 	X		
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	