# Evaluating Apps

### <u>Title</u> River Crossing IQ Logic & Fun Brain Games

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Questions	Yes	No	Comments/ Notes
<ul> <li>Have you played enough to know every aspect?</li> <li>Did you try things that were wrong and/or unexpected</li> </ul>	×		
Did the software crash?		×	
Was the content appropriate? Did it meet the user's needs?	X		
<ul><li>Were the screens appealing?</li><li>Color, items on screen, sounds</li></ul>	×		
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use	X		To use a hint, you must watch a video.
If the App required a response, was it appropriate? (right or wrong)	×		You must put people on the raft to cross the river.
<ul> <li>Were there bells and whistles?</li> <li>If so, do they enhance instead of detract?</li> <li>If not, should there be?</li> </ul>	X		There was an option to receive a hint of how to solve the problem.
Did you like using the App?	×		
What was the cost?  • Was there a "lite" version  ○ If so, was it enough			
Were there in-app purchases?  • If so, what were the additional costs?	X		We did not get that far into the levels, but there are probably in-app

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		purchases to continue to higher levels.
How does it compare to other apps that do the same?		
Additional Comments		

### **Developmentally Appropriate**

Questions	Yes	No	Comments/ Notes
Child Development and Learning			
<ul> <li>Subject Matter appropriate?</li> </ul>			
<ul><li>Educational Focus?</li></ul>			The main focus is getting students to
<ul> <li>Provides for Learning New</li> </ul>	X		think critically.
Content?			
<ul> <li>Follows Appropriate Teaching</li> </ul>			
Sequence?			
Individual			
<ul> <li>Does it match individual's abilities?</li> </ul>	X		
<ul> <li>Does it meet individual's needs?</li> </ul>			
Social/Cultural			
Bias?		X	
<ul> <li>Commercialism Comments</li> </ul>			