

Evaluating Apps

Title

Explain Everything

Evaluators

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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	We cannot add any pages without purchase.
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		They were pretty basic considering it is a diy app, much like paint software.
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)			
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		
Did you like using the App?	X		

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<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 	X		6.99 monthly and 69.99 yearly
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		It was only a "lite" version.
<p>How does it compare to other apps that do the same?</p>	X		It was very similar to paint.
<p>Additional Comments</p>			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		
<p>Individual</p> <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		
<p>Social/Cultural</p>		X	

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<ul style="list-style-type: none">• Bias?• Commercialism Comments			
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