## Evaluating Apps

<u>Title</u> Coding

**Evaluators** 

Kaylee Nelson and Alexis Primm

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect?  • Did you try things that were wrong and/or unexpected		x	It only let us solve one map and then made us purchase the whole app.
Did the software crash?	X		
Was the content appropriate? Did it meet the user's needs?	X		It did make the user think to solve the map.
Were the screens appealing?  • Color, items on screen, sounds	×		It did look kid friendly.
Is it easy to navigate?		X	They should have more instructions to get started.
Is it easy to learn?		Х	It was a little hard to get going.
Does the user need Supervision to use	x		They would need some instruction on what is going on.
If the App required a response, was it appropriate? (right or wrong)	×		
Were there bells and whistles?		X	

## Evaluating Apps

<ul> <li>If so, do they enhance instead of detract?</li> <li>If not, should there be?</li> </ul>			
Did you like using the App?		×	
What was the cost?  • Was there a "lite" version  ○ If so, was it enough	X		There was a very small "lite" version.
Were there in-app purchases?  • If so, what were the additional costs?	X		2.99 a month to purchase.
How does it compare to other apps that do the same?		x	This one was much harder to use than other coding apps.
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>		X	
<ul> <li>Provides for Learning New</li> </ul>			
Content?			

## Evaluating Apps

<ul> <li>Follows Appropriate Teaching Sequence?</li> </ul>		
<ul><li>Individual</li><li>Does it match individual's abilities?</li><li>Does it meet individual's needs?</li></ul>	×	
Social/Cultural  Bias? Commercialism Comments	×	