### Evaluating Apps

#### <u>Title</u> Tynker

### **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		x	We were very limited due to having to purchase the game fairly quickly. There are a few tutorials that let us go pretty far.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	x		
Were the screens appealing? • Color, items on screen, sounds	X		There were cute pictures to make the story fun. It gave us plenty of options to change virtually anything we wanted and could even upload some minecraft resources and other things to a personal minecraft account.
Is it easy to navigate?	x		
Is it easy to learn?	X		

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Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	x		It was very user friendly and positive.
Were there bells and whistles?  • If so, do they enhance instead of detract?  • If not, should there be?	X		We were able to edit our own story and piece it together. This leaves room for more easy creativity.
Did you like using the App?	x		
What was the cost?  • Was there a "lite" version  ○ If so, was it enough	X		
<ul><li>Were there in-app purchases?</li><li>If so, what were the additional costs?</li></ul>	X		
How does it compare to other apps that do the same?	X		This had step by step instruction for where to click and what to do next.
Additional Comments			

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# Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<ul> <li>Child Development and Learning</li> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <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>	x		
Social/Cultural  Bias? Commercialism Comments		×	