

Evaluation Write-Up

App Title: Adventure Academy

Version: 1.26.0

Publisher/Producer/Creator: Age of Learning Inc.

Target Audience: The publisher says that it's appropriate for 4+ but designed for ages 8-13. I think this is accurate since the game mechanics are more complex but once the students hit the later middle school years, the content may be too simplified.

Type(s) of Software: I would say this is a simulation app since you play as a character in an academy who levels up based on the number and quality of quests and lessons completed. It's very similar to the school environment but provides that extra engaging component. It could also be discovery learning, drill and practice, and tutorial. The user decides to a degree which academic content to engage with, and it may be already learned material or they may depend on the app to teach them.

Curriculum(s): This is an all-inclusive app, which is great, but also makes it hard to put into a curriculum. Unfortunately, you can only have 3 children on the same account and there doesn't seem to be any school or classroom payment options. If it is somehow incorporated into the classroom, it would be used just as students have free time to play it since there's not a way for teachers to control what they do.

Cost: You have to have a membership to play this game. There is a free 30-day trial, then payment options are either \$10/month or \$80/year. There can be up to three students on one account, so multiple memberships would have to be purchased for classroom use.

Software Evaluation:

After a membership option is selected, the user makes their avatar and begins their journey in the academy. The tutorial shows the user how to move and what to do while following around another student guide. The user is introduced to kiosks, which contain all of the learning option available to them at that time. The

player can roam the academy freely, tapping on highlighted objects that have lessons attached (science lessons in the science wing, literature lessons in the library, etc.). Students complete quests and tasks from other characters in the game by completing these lessons and playing certain games. As the user levels up, more content becomes available to them and certain rewards are unlocked like additional customization options and in-game coins to buy items to help them progress.

I absolutely love how this app addresses just about any content area you can think of and has so many already made lessons and games included. Its biggest downside is how much money the membership costs for how few students can be linked to an account. There is a lot of content in the game, so I can understand it, but this makes it nearly impossible to use in the classroom. Teachers have no control over what content students engage in since they will progress in the game at different paces. It would be a great app to suggest to parents, but even then it may not be feasible for some families based on cost alone.

Does the software pass **Review**? *Yes*

Does the software pass **Evaluation**? *Yes and no. Great app altogether, but not suitable for classroom use. It would be great for a virtual learning environment.*