

Evaluating Apps – Mini Checklist

Title: AR Coding Kodabl

Evaluators: Kylie Brickey and LeRay Kious

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 played with it quite a bit, but there was only one tutorial game we could play. Other than that you had to buy the full version in order to work with it.
Did the software crash?	X		
Was the content appropriate? Did it meet the user's needs?		X	Too difficult to figure out for it to be effective. We can see how it might help students learn to code, but it is not user friendly at all.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		Graphics, cartoon characters, many colors.
Is it easy to navigate?		X	There are buttons but you don't know what any of them do until you click on them. Two of them want you to purchase the game.

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Is it easy to learn?		X	Again, buttons with no clear understanding of what they do. No written instructions. The download for the cards does not work.
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)			NA
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	It was too difficult to figure out, so that really took away from any enjoyment of the app.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 	X		\$2.99 for Full Version. Subscription of \$2.00 a month Lite Version-Free One Month Trial. If you wanted students to use it, then this would not be enough.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		To buy the full version (\$2.99). Subscription of \$2.00 a month

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<p>How does it compare to other apps that do the same?</p>			<p>It was super hard to use. Part of the app required you to download cards and scan them with the app in order to play, and that is just too much going on. There are other apps, like Mimo, that students could use to learn how to code that would be much more beneficial in our opinion.</p>
<p>Additional Comments</p>			<p>App was not easy to learn or navigate at all. It would only let us play one time without having to purchase the full version.</p>

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? 		X	Not easy for us, college students in our twenties, to learn so we feel like it

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<ul style="list-style-type: none"> • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 			<p>would be even harder for middle school students.</p>
<p>Individual</p> <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 		X	<p>Again, not user friendly. Too difficult. We could see potential in the app, but not enough potential for people to pay money for it.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	<p>NA</p>