## Evaluating Apps – Mini Checklist

# <u>Title</u> River Crossing IQ Logic Puzzles & Fun Brain Games

# **<u>Evaluators</u>** Kylie Brickey and LeRay Kious

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect?  Did you try things that were wrong and/or unexpected	X		Part of the game is to try different methods to get across the river. So part of the experience is to try things that are wrong.
Did the software crash?		Χ	
Was the content appropriate? Did it meet the user's needs?	X		Not super educational, but meets needs if the goal is to develop problem solving skills.
Were the screens appealing?  • Color, items on screen, sounds	Х		Interesting cartoons, noises, characters.
Is it easy to navigate?	X		Very straightforward.
Is it easy to learn?	Х		Very straightforward. It gives you instructions.
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	Х		The game is about trying to get the characters across the river, with

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			stipulations. The response is for the users to try different strategies.
Were there bells and whistles?  If so, do they enhance instead of detract?  If not, should there be?		X	
Did you like using the App?	X		It's fun!
What was the cost?  • Was there a "lite" version  o If so, was it enough			Free
Were there in-app purchases?  • If so, what were the additional costs?		Х	
How does it compare to other apps that do the same?			It is very similar to Oregon trail in that it is set on a farm similar to Oregon trail's theme of Westward expansion. It is very similar to other apps that use riddles. It is very simple.
Additional Comments			Could be fun for students to use in free time.

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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>		X	Does not have a definite subject matter or educational focus. Does not really provide for new learning. Just a game to practice problem solving skills.
Individual	X		Very easy for students of all ages to use.
Social/Cultural  • Bias?  • Commercialism Comments		X	NA