

Evaluating Apps – Mini Checklist

Title: Space Science Investigations: Plant Growth

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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		You can kill plants in the experiment, it takes several tries to understand how to keep them alive. You also need to learn to navigate in zero gravity.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		It was great for all ages. Even if you're young and can't read well, you can still explore the space station. For older kids, the information was specific and the learning experiences were many. Science classes can use this easily.

Evaluating Apps – Mini Checklist

<p>Were the screens appealing?</p> <ul style="list-style-type: none">• Color, items on screen, sounds	X	There are light background noises as you zoom through the space station and the videos and character both have audio dialogue. You can touch many things on the space station and it'll tell you what it's used for in the space station. The graphics are good.
<p>Is it easy to navigate?</p>	X	You can navigate on your own (it is zero gravity, some kids may have difficulty) or you can use the map.
<p>Is it easy to learn?</p>	X	It has instructions or you can just explore with trial-and-error.

Evaluating Apps – Mini Checklist

<p>Does the user need Supervision to use</p>		X	<p>It's a safe app. The only places you can navigate out of the app to are website links put there by NASA for further learning. You</p>
<p>If the App required a response, was it appropriate? (right or wrong)</p>	X		<p>I don't know if this really applies, but when you grow plants you can kill them. The sidebar will tell you what the plants need and if you don't respond in time the plants will die.</p>
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		<p>There were maps, a game, sounds, graphics, and website links. These all worked to make a great game!</p>
<p>Did you like using the App?</p>	X		<p>Yes. We loved this app.</p>
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		X	<p>This is a free app. It's the only version.</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	

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How does it compare to other apps that do the same?			N/A There aren't really any other apps like this.
Additional Comments		X	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		This app was created by NASA with an educational focus and is great for science class. This app lets you learn about plant growth in space. The videos, game, and experience seems to follow the appropriate teaching sequence.

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<p>Individual</p> <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X	<p>Fifth graders could easily use this app and they would be fascinated by it for several hours. Each student may navigate differently or complete the missions at a different rate, but I think that most students could work with this app.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	X	<p>There wasn't a bias. There was a female, African American scientist on board that is over the plant experiment. She provides diversity and would fascinate girls and encourage them that they can be scientists/astronauts. There were no commercials.</p>