Title: Explain Everything

Evaluators
Kaylee Sheppard, Karley DuBar

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		The content was appropriate.
Were the screens appealing? • Color, items on screen, sounds ……	X		You can add media (images, videos, clipart, documents, and more) You can use the draw tool to sketch, annotate, and take notes. You can "Zoom and Pan". You can also voice record. You can also share and invite others.
Is it easy to navigate?	X		You click on the "+" to create a new project or you can invite and collaborate or join with a code.

Is it easy to learn?	X		Yes, if you have the time to explore and learn how different things work.
Does the user need Supervision to use	X		Yes, because you can add images from the internet. Also, you can add audio you record. So students could use inappropriate language.
If the App required a response, was it appropriate? (right or wrong)		X	
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	X		We think it enhanced the work.
Did you like using the App?	X		Yes, but it does take a while to get used to the navigation of things.
What was the cost? • Was there a "lite" version o If so, was it enough	X		Try free for 30 Days option. And then 12.99/monthly or 107.99/annually.
Were there in-app purchases? • If so, what were the additional costs?		X	We did not come across any. You have the app for 30 days for free. In the app store, it does list all of the different in app

			purchases, but while using the app we never encountered them.
How does it compare to other apps that do the same?	X		It reminded us of Google Docs, but with more capabilities. It went more in depth than Google.
Additional Comments			Once you click the + you can use a blank canvas, a template, or files. It has a "always save" option which allows your work to automatically be saved. It would be easier to use and navigate with a stylus. You can create folders to categorize your different canvases. We do not believe this would be a good app to enhance a lesson if students

			had no prior knowledge of how the app worked. Students would spend more time navigating the app then working on their project. Developer/Publisher: "Explain Everything sp. z o.o."

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	X		There is many possibilities or projects. The "Learn" button shows you all of your possibilities you can choose from. You could present students with an already completed canvas to provide them with another source of information for whatever the subject area.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		Once you get into a canvas, it is somewhat hard to navigate. It may be harder for some people than others.
Social/Cultural • Bias? • Commercialism Comments		X	There are no biases that we came across.