

## Evaluating Apps

**Title:** Mimo

**Evaluators**

Kaylee Sheppard and Karley DuBar

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"><li>• Did you try things that were wrong and/or unexpected</li></ul>	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		You can learn how to create apps, make a game, learn to code, and make tasks. We do believe this app would be for upper middle level grades, if not secondary.
Were the screens appealing? <ul style="list-style-type: none"><li>• Color, items on screen, sounds .....</li></ul>	X		Everything was colorful, but also simple. Everything is listed in categories.
Is it easy to navigate?	X		Everything is listed, with headings. At the bottom there is a navigation bar with Learn, Challenges, and Profile.

## Evaluating Apps

<p>Is it easy to learn?</p>	X		<p>It has many options, and also comes with guidelines to help you along the way.</p>
<p>Does the user need Supervision to use</p>		X	<p>The teacher may need to guide them, and observe what they are doing. Students may be tempted to try and create games, when the assignment is something else.</p>
<p>If the App required a response, was it appropriate? (right or wrong)</p>	X		<p>The first response was if we were new to coding, you either clicked yes or no.</p>
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>		X	<p>We do not believe so, the app is pretty straight forward.</p>
<p>Did you like using the App?</p>	X	X	<p>This would depend if the student was interested in coding and creating things from scratch.</p> <p>This would not be ideal in the classroom because the free version does not allow</p>

## Evaluating Apps

			much, you have to pay for almost everything.
<p>What was the cost?</p> <ul style="list-style-type: none"> <li>• Was there a "lite" version             <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>	X		<p>It was initially free to download. To access all tracks, courses, projects, and exercises you have to pick a subscription plan. You can choose to use premium for free for 7 days, but then your choice of payment method will be charged.</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> <li>• If so, what were the additional costs?</li> </ul>	X		<p>There are 10 different Mimo Premium purchases you can choose from. These packages come monthly, yearly, and six months. The price ranges from \$9-\$100.</p>
<p>How does it compare to other apps that do the same?</p>	X	X	<p>Yes it compares, because it does the same things as other apps as far as coding itself.</p>

## Evaluating Apps

		<p>But, no because other coding apps allow you to do more before having to pay.</p>
<p>Additional Comments</p>		<p>When you open the app, the first question it asks is if you are new to coding. We said yes, and it took us to another menu with more choices.</p> <p>Developer/Seller: Mimohello GmbH</p> <p>Every time you open a new track, it shows your progress as a percentage on the Profile tab.</p>

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> <li>• Subject Matter appropriate?</li> <li>• Educational Focus?</li> </ul>	X		<p>Yes, because you are learning to content. We do believe it is appropriate for middle level learners.</p>

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<ul style="list-style-type: none"> <li>• Provides for Learning New Content?</li> <li>• Follows Appropriate Teaching Sequence?</li> </ul>			
<p>Individual</p> <ul style="list-style-type: none"> <li>• Does it match individual's abilities?</li> <li>• Does it meet individual's needs?</li> </ul>	X	X	<p>Yes and No, because it depends on the student's abilities. The app could get very complicated, where it required the teacher's supervision and all times.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		X	<p>We did not come across any biases.</p>