Title: Can you Escape 2

Evaluators: Lu Speak and Katy Koons

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	✓		You don't know where anything is, so by trial and error you find your way out of the maze.
Did the software crash?		✓	
Was the content appropriate? Did it meet the user's needs?	✓		It promotes higher order thinking and problem-solving skills. The app was challenging and engaging.
Were the screens appealing? • Color, items on screen, sounds ……	✓		There were different rooms with different themes for every level. The sounds were available, but the user could choose to play without them.
Is it easy to navigate?		✓	There were no directions, but if the user understands the concept then they will quickly figure

			out what they are supposed to do.
Is it easy to learn?	✓		Just start clicking on different objects.
Does the user need Supervision to use	✓		Yes, because there are ads that pop up and could advertise inappropriate content.
If the App required a response, was it appropriate? (right or wrong)		✓	Didn't require any responses, just find your way out.
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	✓		They enhance because they give more variety to the user and keep them from becoming bored with it.
Did you like using the App?	✓		It was fun and challenging.
What was the cost? • Was there a "lite" version ○ If so, was it enough			It's a free app, but in order to remove the ads the user must upgrade to the 99 cent version.

Evaluating Apps

Were there in-app purchases? • If so, what were the additional costs?		✓	Only to upgrade to ad-free.
How does it compare to other apps that do the same?			We are not familiar with any other escape room apps.
Additional Comments			

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?	✓		It would be good to use for a whole-class activity promoting problem-solving skills as they navigate the maze. There isn't any specifically
Individual • Does it match individual's abilities? • Does it meet individual's needs?		✓	It is fun for a teen or adult, but for a younger child especially, this game wouldn't be easy to operate.

Social/Cultural • Bias? • Commercialism Comments	✓	✓	No cultural or social biases, but there are ads galore and in order to get rid of them, the user must pay or subscribe.