Title: Splash: Ocean Sanctuary - iPhone

Version (if there is one or if it is one of a series): 1.926

Publisher or Producer: Runaway

Target Audience (if your opinion differ from the publisher, state that): 4+. I think that users need to be a little bit older to understand what to do in the game. The tutorial is very extensive and includes reading directions. I would say that the app should be for users 7 years old and up.

Type(s) of software with your justification: Simulation. This software is a game simulating marine life in a coral reef that was destroyed by a storm. The point of the game is revive the coral reef, nurture and take care of the animals, and eventually release them into the wild. The user is supposed to be the caretaker.

Curriculum(s) - How does it (or can it) fit into the curriculum -Possible environment(s) and Why: This app fits into the science curriculum. It would be a great experience for students while they are learning about ocean life, coral reefs, or conservation. Students would better understand how coral reefs live and thrive, while also learning new species of marine life. An understanding of ocean conservation and what that process looks like would be a benefit as well.

Cost: Free. There are some extra in-app purchases available, but they are not necessary to play the game.

Write a paragraph or two describing the software: When you first use the software, a storyline is presented explaining that a bad storm has destroyed a coral reef. You and a helpful turtle are given the task of reviving the reef, filling it with plants and animals, and eventually releasing the animals into the wild. You then get to create eggs of different species, hatch them, feed them, and watch them grow up. You also can get new coral and other things to decorate and replenish the reef with. There are tasks and missions to be completed and levels to move up. Every success gives you more rewards, unlocking new species, extending the reef, or giving you other new items. You basically continue with the same process of hatching new ocean animals, building your reef, and releasing your animals into the wild once they are fully grown.

Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class: I was really impressed by

this software. It was beautifully designed, had a fun concept, and was enjoyable and relaxing to use. I would love to let students play with this app while learning about marine life and ocean conservation. I think it would be a great opportunity because there is really no way that students could get an actual hands-on experience with that topic. This app would provide a more enriching and exciting experience for students to learn new species of marine life and how conservation efforts work.