

Evaluating Apps

Title: AR Coding Kodabl

Evaluators: Kori and Lolly

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		We tried very hard to figure this app out but couldn't.
Did the software crash?	X		The software crashed twice.
Was the content appropriate? Did it meet the user's needs?		X	We aren't sure what the needs are at all.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		It looked very user friendly and kid appropriate.
Is it easy to navigate?		X	
Is it easy to learn?		X	
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)		X	
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		There were no sounds, but the designs and figures enhanced the app.
Did you like using the App?		X	The app is way too complicated, or maybe we just weren't getting the hang of it.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 			It was free to download.

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○ If so, was it enough			
Were there in-app purchases? • If so, what were the additional costs?	X		Users can upgrade for \$2.99.
How does it compare to other apps that do the same?			This app was very complicated compared to other 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?		X	We didn't see the educational purpose or understand what it was trying to focus on.
Individual • Does it match individual's abilities? • Does it meet individual's needs?		X	
Social/Cultural • Bias? • Commercialism Comments		X	