Drawy: Drawing Step-by-step Evaluation Write-Up Michaela Moore, Kayla Ward, Carinna Coletti

The app we evaluated was Drawy: Drawing step by step, version 1.5.0 by Alexey Landyrev. The developer said it was appropriate for ages 4+ but we think it would be appropriate for 2 grade and up. This app was solely a tutorial app that taught you how to draw certain objects step-by-step. There is no apparently use for this app in a curriculum, unless it is an art lesson about step-by-step tutorials, but it would be a good brain break for students who finish their work early. It is a single-user app because it would be used on a personal device. The first few levels are free, but all of the levels would cost \$1.99.

Drawy is a step-by-step tutorial app that teaches you how to draw basic pictures in a simple, yet beautiful way. There are no videos or moving tutorials, rather you following the drawing step-by-step using pictures. When you believe you are finished with the drawing, the app has you take a picture of it, then it scans it and rewards you with stars based on it's scan of your drawing. The camera is slightly touchy, but once you figure out where to hold it, it is easy to scan.

None of us really liked this software. Kayla thought it was a little difficult for students to understand, and Carinna wished for more instruction, since she was not an artist. There was nothing super eye-catching or appealing about it, so it might be hard to get younger students to be intrigued by the app. The camera aspect of the app was extremely frustrating. The lighting, angle, and darkness of the drawing all impacted the camera's ability to pick up the image. This could impact the student's ability to use it without supervision. We were split down the middle as to whether our students would like this app.

The software doesn't pass. At the end of it all, our students would find this app frustrating and the instruction too minimal. If our students want a step-to-step drawing tutorial there are countless other apps that would be better, even if they cost slightly more. The camera feature was too frustrating for younger users and the pictures might not be challenging enough for older users.