

Title: QR Reader for iPhone

Version: 6.6

Publisher: TapMedia Ltd

Target Audience: The publisher says 12+ and we agree. We don't think younger kids would understand or need this app

Curriculum: We don't think this could be used for a lesson because it doesn't teach anything but we think we could use it to send the kids to a certain website or app that would be helpful to them.

Possible Environments and why: We think this app is more for at home purposes or extra curricular activities because we don't know how we could use this to enhance any lessons in the classroom. It could be used for a sport in order to send you to a sport website or to their donations page. We thought of using it in the stores for the QR codes they offer to read.

Cost: This app is free.

Describe the software: When you open the app it brings you to a screen that looks like your camera screen. You point your camera toward a QR code and a red bar will appear and "scan" the code and will bring you to wherever the code sends you. You can also use it to scan barcodes, documents, and puzzles.

Impression on the software & how it would be used in class: We think the app would be useful for finding websites, clubs, extracurricular activities or discount codes but we didn't think it was a good app to use in the classroom. We don't know how we could use this in the classroom, we think it is boring.

Pass or fail: Fail