



Title	Mimo: Learn to Code & Program
Version	4.20
Publisher or Producer	Mimohello GmbH
Target Audience	4+
Types of Software with your Justification	This app was created as a tutorial for coding but it also utilizes drill and practice since you are being taught the material and quizzed on it afterwards. This also involves discovery learning because it offers several different coding topics that you can pick and choose from depending on what you want to work on.
Curriculum	I could see this app being used specifically in a technology class for teaching coding, but not really outside of that class.

<p>Cost</p>	<p>Free - 7 day trial for Mimo Pro</p> <p>\$59.99/yr</p>
<p>Description of the Software</p>	<p>When you first get on the app it asks questions to create a personalized curriculum for each user - why do you want to learn to code, how much do you know, how much time do you want to spend learning and to set up a daily reminder to practice.</p> <p>It then starts by teaching HTML step by step and then quizzes you on it. This was the daily goal and after completing it we were given the option to choose a random box which gave us coins. We were then shown a page that offered many different topics you could choose to learn regarding different coding techniques. It also offered different tools or courses if you wanted to learn more about a certain subject or app. There is also a weekly leadership board and a glossary if you need to look up vocabulary information.</p>
<p>Impression of the Software</p>	<p>This software was okay, it might have been more interesting if it was something we were interested in but it seemed more standard than some other apps for coding that implement games. The setup was good and easy to navigate and it seemed well designed, as well as a ton of material you could learn.</p>
<p>Pass APPS</p>	<p>Is it easy to navigate</p> <ul style="list-style-type: none"> • Is it easy to learn • Is the app visually appealing • Is the cost reasonable • Was the content appropriate for the age level intended

Title: Mimo: Learn to Code & Program

Evaluators: Lindsay Lewis & Megan Scott

<p>Questions</p>	<p>Yes</p>	<p>No</p>	<p>Comments/ Notes</p>
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<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 		X	<p>This app offers a ton of information and it would take a very long time to even get through the material and even longer to learn it.</p>
<p>Did the software crash?</p>		X	
<p>Was the content appropriate? Did it meet the user's needs?</p>	X		<p>With this app, it could be very specific to a users needs. We believe it has a lot to offer for someone who wants to expand their knowledge of coding.</p>
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on the screen, sounds 	X		
<p>Is it easy to navigate?</p>	X		
<p>Is it easy to learn?</p>	X		<p>The little bit we looked over was easy to learn and the information was reinforced with the quizzes which helped us to retain it a little better.</p>
<p>Does the user need Supervision to use?</p>		X	
<p>If the App required a response, was it appropriate? (right or wrong)</p>	X		

<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		X	<p>If the app wanted to be more exciting it could use some bells and whistles but it seems like it strictly wants to teach the material so we feel it is unnecessary or not needed.</p>
<p>Did you like using the App?</p>		X	
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version • If so, was it enough 			<p>Free 7 day trial</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		<p>\$59.99/yr</p>
<p>How does it compare to other apps that do the same?</p>			<p>Out of the few apps we looked at it seems kind of boring but it could be that we're just not interested in the material or the way it was presented at least.</p>
<p>Additional Comments</p>			<p>This app states that it's target audience is 4+. We do not believe a four year old could do this, especially because the way it teaches is by reading the material and most four year olds wouldn't be able to manage that.</p>

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none">• Is subject Matter appropriate?• Educational Focus?• Provides for Learning New Content?• Follows Appropriate Teaching Sequence?	X		
Individual <ul style="list-style-type: none">• Does it match an individual's abilities?• Does it meet an individual's needs?	X		
Social/Cultural <ul style="list-style-type: none">• Bias?• Commercialism Comments		X	