Mimo

Amari Turner and Lauren Perkey

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Target Audience

The age rating of this app is 4+. We believe that the age rating should be 10+ because it is really difficult for even us to understand. This app is a tool and tutorial app. It is a tool app because the user can create coded outcomes (i.e., games). It is a tutorial app because the app walks the user through the coding step by step for every chapter unless the user chooses to start from scratch.

Curriculum

We do not think that this app would actually fit into the curriculum, at least not for elementary grades. If this app would do more than just have students stare at a page with words on it and type text into text boxes, it would most likely fit into the curriculum somehow. The possible environment that this could be used in a single user environment. The coding app is not very group project friendly and we do not see it as being a useful teacher tool.

Cost

There is a lite/free version of the app; however, after the user creates an account and logs in to the app, it will not let him/her do anything until they agree to the 7-day free trial of Mimo Premium. When the 7-day free trial is over, the app automatically charges $29.99 (a year subscription) to the user's account. There is an in-app purchase of Mimo Premium which is either $9.99 per month or $29.99 per year. The app only offers a single user license. If a teacher decided to use this in his or her classroom, the paid version would really be the only option.

Software

When the user opens the app, it asks them if they are new to coding and what they want to accomplish (i.e., build an ios app, learn to code, make a game). After the user chooses what they want to do, in this instance making a game, the app asks them

to create a mimo profile where they can continue with their Google account. The app then loads to the main screen and if the user clicks on any of the options, it asks them to agree to a 7-day free trial in which after the 7th day their account gets charged $29.99 for a year subscription of Mimo Premium. It does not let the user do anything until they accept this. Once the user accepts the free trial, they can choose to create a game. It throws the user into a tutorial of basic coding skills that are needed to make a game. All the user has to do is click on the text that goes in the text box on the screen. Every time the user does something correctly, the screen says "Correct" in green as well as has a checkmark. If the user gets something incorrect, the screen says "Incorrect" in red and erases the work thus forcing the user to start that step over. Every time the user completes a chapter, it sends them back to the main screen of the app. Luckily, the app saves the users spot in the track that they were on. This app takes a while to get through chapters and tracks.

This app is a tutorial app because it has users go step by step through the chapters, clicking on the text that they think best fits in the boxes. This app is a tool app because it has a part that allows the user to completely create something from coding on their own.

Impressions

At first glance, we thought that this app was going to be fun like the others. However, as we got more into the app and its chapters, we noticed that there was not much to it besides clicking text. We also thought that it was irritating how the app said it was free on the app store, but once we downloaded the app, in order to do anything on it we had to accept a free trial/subscription.

One good thing about this app is that was easy to navigate. There were several bad things about this app. The screen design was super boring; kids do not want to stare at text on a screen for an hour. It takes way too long to complete the chapters; students would not be able to finish anything like this in a normal classroom, there is not enough time. The colors of the app were pretty bland as well. The response that the app gives when the user gets something wrong is a bit much due to the fact that it gives the user a checkmark when they get something correct. It makes red seem like a bad color. We do not agree that this app is for 4+; we believe that children will not be able to understand this app or learn from it until they are at least 10.

Does the software pass?

This app does not pass our evaluation because it takes too much time to do the chapters, it does not fit into an elementary grade curriculum, it is too boring of a design for kids, and users have to pay to actually use the app after 7 days.