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Evaluation Write-Up

App Title: Inventioneers

Version: 4.0.1

Publisher/Producer/Creator: Filimundus AB

Target Audience: The publisher says that it's appropriate for 4+ but I think it'd be best utilized in second grade and up due to the complex game mechanics.

Type(s) of Software: I would call this a problem-solving game. The app gives you all the items you need to solve each puzzle but will not give you any answers. There are multiple ways to solve each puzzle.

Curriculum(s): This would be a good app to allow students to play in whatever free time they may have, as it's not really aligned with any particular subject.

Cost: The free version includes 45 levels, 3 characters to help, 3 "inventioneer" characters and about 50 objects to use in the levels. For $5, you can upgrade and get 75 more levels, 18 characters to help, 5 more "inventioneer" characters, and 50 more objects to use.

Software Evaluation:

When you open the app, you can choose to create your own levels or choose from one of the 3 packs of already made levels to play. When you play the premade levels, the object of the game is to help the character accomplish whatever task that is presented to you. They either need to get from one place to another or need an object transported to them. The player's job is to use the items given to them to create an invention that will complete the task. There are many types of items, such as ramps, funnels, pulleys, levers, etc. You create levels by doing the same thing. Instead of solving a puzzle with given items, you get to choose the items and layout.

I like this app and think it would be great to have in an elementary classroom. Although physics is definitely not a subject area of concern at this age, it is a great introduction to basic physics concepts, and it teaches problem solving skills, critical thinking, planning, sequencing, and other executive functioning skills.

The option to make your own levels is great, as it gives students an opportunity to use their creativity and work backwards. Some downsides are the price for upgrading and that it doesn't directly address academic content for the age group for which it was designed.

Does the software pass **Review?** Yes

Does the software pass **Evaluation**? Yes