

Evaluating Apps

ATM Cash Simulator

Peyton Deason and Megan Adams

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	x		Yes, we played and liked the game initially. After playing, it soon did not pick up our fingers.
Did the software crash?		x	
Was the content appropriate? Did it meet the user's needs?	x		Yes, it was appropriate. It teaches students about the concept of money. Students can play games, go to an ATM, bank, or shop with their earned money. It meets the users' needs by teaching them about money through fun little life interactions.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	x		Yes, the screen was appealing and the items were able to be picked up and moved. The one downside is there is no sound.
Is it easy to navigate?	x		It is easy to go back to the home

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			page and go to a different area to focus on, but the app sometimes can be hard to understand because it does not always give instructions.
Is it easy to learn?	x		This app teaches students about the concepts of money through different little games.
Does the user need Supervision to use		x	No, the user does not need Supervision to use, but there are multiple ads so it would not be very kid friendly in that aspect.
If the App required a response, was it appropriate? (right or wrong)		x	When going to the ATM, you have a pin code and if you type it incorrectly it says, "WRONG PIN" and then gives you another chance to enter your pin. It also can teach children about insufficient funds when they try to buy something without enough money.

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<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>Yes, I think the game could be enhanced if there were sounds and little mini educational lessons or videos in addition to playing.</p>
<p>Did you like using the App?</p>		x	<p>It had WAY too many ads and was not always the easiest to have pick up our fingers.</p>
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 			<p>It was free and it was enough to play around on and learn.</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 			<p>There were no in-app purchases or any additional costs, but there were multiple ads.</p>
<p>How does it compare to other apps that do the same?</p>			<p>I like other apps better than this one. It was not the best for a kid and there were too many ads to enjoy it. A child could easily get annoyed</p>

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			with all the distractions.
Additional Comments		x	

Developmentally Appropriate

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<p>Child Development and Learning</p> <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 		x	<p>The subject matter was appropriate for elementary students because it is not too detailed. However, it is not appropriate because Benjamin Franklin was both on the \$10 and the \$100 bill. It teaches students about the concept of money, banks, ATMs, and shopping, but I believe it could be more beneficial with lessons and quizzes to make sure students understand and are not just playing. There really is no teaching sequence in the app.</p>
<p>Individual</p> <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 		x	<p>Yes, it matches student's abilities because it does not require a lot of previous knowledge. However, it does not meet individual's needs because it does not teach big important lessons and does not even have correct</p>

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			information on bills. I don't think students with learning disabilities would find much use out of this app.
Social/Cultural <ul style="list-style-type: none">• Bias?• Commercialism Comments		x	