

Evaluating Apps

Title ATM Learning Simulator Machine (simulator)

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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		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		The content was appropriate because it helped students learn how to use an ATM, but that was the extent of the app.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		
Is it easy to navigate?	X		The app was easy to navigate because you can only either add a pin number, withdraw money, or shop.
Is it easy to learn?	X		There wasn't much to learn for the app, but it was simple to use.
Does the user need Supervision to use	X		Kids might need supervision when using this app because there are so many pop-up ads

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			while the kids are playing the game that they may click on something they don't need to.
If the App required a response, was it appropriate? (right or wrong)	X		There wasn't much that required a response, but the app kept prompting me to update the pin number on the credit card but never allowed me to save the pin.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		X	There weren't really any bells and whistles with this app.
Did you like using the App?		X	The app was not very user friendly and there were way too many ads to make it worth using. The ads run across a bar on the top of the screen, which is right above an arrow you have to press to continue the game. The first few times we played it, we accidentally kept clicking the arrow on the ads

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			(which took us to the Internet) instead of the arrow to continue the game.
<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 		X	The app was completely free.
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	The are no in-app purchases but there is an ad bar that runs across the top of the screen that takes the user outside of the app if they accidentally click on it.
<p>How does it compare to other apps that do the same?</p>			Rather than teaching students the value of money or anything like that, the app lets you buy food for \$500 per item. It seemed unreasonable and not useful for a lesson.
<p>Additional Comments</p>			

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Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 		X	This app didn't do a great job of teaching how to use an ATM, but it seemed more like a fun game that students would mindlessly play on a phone or a tablet. It would be more beneficial if the app actually provided the chance to learn new content in the app or if it included lessons for the students to complete before they played the game.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		The app did meet individual's needs for simulating an ATM, which is what the app was supposed to do.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	There is no cultural or social bias in this game