

Evaluating Apps

Title

Evaluators

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 	•		
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 	•		
Is it easy to navigate?	•		
Is it easy to learn?	•		
Does the user need Supervision to use		•	
If the App required a response, was it appropriate? (right or wrong)			n/a
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detract? If not, should there be? 	•		Once levels are passed, there is a game that you can play with a partner.
Did you like using the App?	•		

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What was the cost? <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 		.	
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		.	
How does it compare to other apps that do the same?		.	
Additional Comments	.		I believe that this app is beneficial to students because it helps them pass levels and gain understanding of math.

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? 	.		
Individual <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	.		

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Social/Cultural <ul style="list-style-type: none">• Bias?• Commercialism Comments		•	