

## Evaluating Apps

**Title:** Sumdoit

**Evaluators:** Andrea Oldman and Marlie Flippin

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"><li>Did you try things that were wrong and/or unexpected</li></ul>	•		
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		There are different levels to the game.
Were the screens appealing? <ul style="list-style-type: none"><li>Color, items on screen, sounds .....</li></ul>	•		
Is it easy to navigate?	•		Very self explanatory
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"><li>If so, do they enhance instead of detract?</li><li>If not, should there be?</li></ul>		•	
Did you like using the App?	•		

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What was the cost? <ul style="list-style-type: none"> <li>Was there a "lite" version               <ul style="list-style-type: none"> <li>If so, was it enough</li> </ul> </li> </ul>		.	
Were there in-app purchases? <ul style="list-style-type: none"> <li>If so, what were the additional costs?</li> </ul>		.	
How does it compare to other apps that do the same?			N/A
Additional Comments			The game is extremely easy to use and can be used for different levels of mathematics from addition to multiplication to subtraction to division.

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <li>Follows Appropriate Teaching Sequence?</li> </ul>	.		

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Individual <ul style="list-style-type: none"><li>• Does it match individual's abilities?</li><li>• Does it meet individual's needs?</li></ul>	•		
Social/Cultural <ul style="list-style-type: none"><li>• Bias?</li><li>• Commercialism Comments</li></ul>		•	