

Evaluating Apps

Title: QR Reader

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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		The app had trouble scanning certain codes.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		The app was more of a tool and didn't contain a lot of content.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 		X	We thought the app was very boring looking.
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)		X	The app never really had any responses.
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 			

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Did you like using the App?			
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			

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