

Evaluating Apps

Title: Code Karts

Evaluators: Melissa Guill and Audrey Beggs

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		Was Like a game
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		
Is it easy to navigate?	X		
Is it easy to learn?	X		Did not take long
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)			Asked for Feedback. Did not have to respond.
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		Enhancement
Did you like using the App?	X		

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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 	Free		
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		\$2.99
How does it compare to other apps that do the same?			Fun Game. Did not seem like you were coding
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? 	X		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		Very fun. Anyone could play

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