

## Evaluating Apps

**Title:** Explain Everything

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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>	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> <li>Color, items on screen, sounds .....</li> </ul>	X		Can choose colors
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	
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>		X	Can put in your own sounds
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> <li>Was there a "lite" version</li> </ul>	X		Only includes 3 lessons

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○ If so, was it enough			
Were there in-app purchases? • If so, what were the additional costs?	X		\$12.99 a monthX
How does it compare to other apps that do the same?			Can make it your own
Additional Comments			

## Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	X		
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		
Social/Cultural • Bias? • Commercialism Comments		X	

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