## Evaluating Apps

## <u>Title Brain Pop Jr. Movie of the Week</u> <u>Evaluators Madison Martin & Teagan Russell</u>

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect?  • Did you try things that were wrong and/or unexpected	×		We thought there was nothing unexpected or that stood out.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	×		The content was very appropriate for the age range of the app.
Were the screens appealing?	X		
<ul> <li>Color, items on screen, sounds</li> </ul>	<b>X</b>		
Is it easy to navigate?	X		
Is it easy to learn?	×		We thought that learning and obtaining information was very easy to do.
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	X		
<ul> <li>Were there bells and whistles?</li> <li>If so, do they enhance instead of detract?</li> <li>If not, should there be?</li> </ul>		X	
Did you like using the App?	×		We enjoyed the sounds and graphics.
What was the cost?  • Was there a "lite" version  ○ If so, was it enough			Free
Were there in-app purchases?  • If so, what were the additional costs?	×		BrainPOP Jr. Full Access \$6.99 BrainPOP Jr. Explorer \$2.99
How does it compare to other apps that do the same?			This app tests student's memory

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		with inclusive, fun tests and games.
Additional Comments		

## **Developmentally Appropriate**

Questions	Yes	No	Comments/ Notes
<ul> <li>Child Development and Learning</li> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <li>Follows Appropriate Teaching Sequence?</li> </ul>	×		
<ul><li>Individual</li><li>Does it match individual's abilities?</li><li>Does it meet individual's needs?</li></ul>	X		
Social/Cultural  Bias? Commercialism Comments		X	App is biased. Any student would feel comfortable using this.