Title: Farming Simulator 16

Version: 1.1.5

Publisher/ Creator: Focus Home Interactive/GIANTS Software

Target Audience: Anyone interested in the field of farming or plant life

Types of software: Simulation because

Curriculum: We could use this in science, economics, and agriculture curriculum because it gives a real-life experience of farming, plant life, supply, demand, and trade. We would use this very rarely but would be a fun activity one day to show the students a real-life simulation.

Cost: Free with In-App Purchases which include: buying currency in the game for supplies.

Description: This is an app that simulates farming. It is based in American/European environments. The students are able to farm, breed livestock, grow crops and sell assets created from farming.

Impression: The app simulates not only farming and plant life, but it also simulates supply and demand. We liked how versatile the app was and how easy it was to use.

Does the software pass Review? Yes

Does the software pass Evaluation? Yes