

Evaluating Apps

Homer Learn to Read

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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			
Did the software crash?			
Was the content appropriate? Did it meet the user's needs?			
Were the screens appealing? <ul style="list-style-type: none">• Color, items on screen, sounds			
Is it easy to navigate?			
Is it easy to learn?			
Does the user need Supervision to use			
If the App required a response, was it appropriate? (right or wrong)			
Were there bells and whistles? <ul style="list-style-type: none">• If so, do they enhance instead of detract?• If not, should there be?			
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?			

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			Upgrade per month for \$12.99 or per year for \$
			107.99
How does it compare to other apps that do the same?			
Additional Comments			

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