

**Title:** QR Reader for iPad

**Version:** 4.6

**Publisher:** TapMedia Ltd

**Target audience:** 12+

**Type of software with justification:** Tools. It allows students to scan and create QR codes, which allow students to have quick links to information for numerous applications.

**Curriculum:** The app itself can be used to enhance class assignments in any subject.

**Cost:** For the purposes of being a QR reader and creator, the app is completely free. There is a subscription for \$1.99/month to save to a database server, but this is unnecessary.

**Description of software:**

When you open the app, it asks for camera access. The HUD has 4 corners in the middle of the screen where you scan the code. There is a menu bar on the right side for camera options (at the bottom) and what kind of reader you want the app to be (at the top). The app's other functions are as a PDF scanner, a "sudoku" scanner, and a database scanner.

When you leave the scan feature, you are taken to a screen which has all of your saved scans. There is a menu bar at the bottom to shop, view your scans, take a scan, make a QR code, and settings. To make a QR code, you are prompted to press a + button in the top left corner. It asks you to pick what type of QR code. Then it asks for information. After that, it asks you if you want a custom QR code (really it's regular since editing it requires a subscription) or a transparent one, which requires a subscription.

**Impression of software (how it will be used in a classroom):**

This QR reader is intuitive and simple to use. In my opinion, the best classroom use for it is to enhance class work, in which the teacher creates their own QR codes and the students go on something of a scavenger hunt to find the codes. The students could also create their own similar projects. On a side note, since the shopping feature looks like a search feature, students may need to be monitored while using this app.

**Does the software pass APPS?:** Yes