<u> Title: Mimo</u>

Evaluators: Sarah Green and Grace Quinn

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	x		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	x		
Were the screens appealing?Color, items on screen, sounds		x	Mostly white, blank pages.
Is it easy to navigate?	x		Has a consistent layout!
Is it easy to learn?	Х		
Does the user need Supervision to use		x	
If the App required a response, was it appropriate? (right or wrong)	x		Tells the student what they did wrong and encourages them to try again.
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		×	Not a lot of animations, mostly just focuses on coding.
Did you like using the App?	×		

Evaluating Apps

What was the cost? • Was there a "lite" version o If so, was it enough	x		We played on the lite version, which is fine, but the user must pay for the full version to move on to the next lesson.
Were there in-app purchases? • If so, what were the additional costs?			\$9.99 a month or 2.50 per month if a full year is purchased.
How does it compare to other apps that do the same?			Other apps are more fun because they offer more games as well as certificates of completion for levels.
Additional Comments		Х	

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? 	×		The main focus of this app is coding, therefore the activities included focus mainly on coding. There are a few other categories for students to incorporate coding into.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	×		Mimo has options on levels, having content areas for beginners, intermediate coders, and experienced coders (experienced for young children)
Social/Cultural • Bias? • Commercialism Comments		x	

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