Evaluating Apps

**Title** River Crossing

**Evaluators** Sydney McClung and Kamari Cantwell

| Questions | Yes | No | Comments/ Notes |
|---|---|---|---|
| Have you played enough to know every aspect?<br>● Did you try things that were wrong and/or unexpected | x | | simple functions |
| Did the software crash? | | x | |
| Was the content appropriate? Did it meet the user's needs? | x | | appropriate for challenging students and provoking critical thinking skills |
| Were the screens appealing?<br>● Color, items on screen, sounds …… | x | | |
| Is it easy to navigate? | x | | |
| Is it easy to learn? | x | | |
| Does the user need Supervision to use | | x | |
| If the App required a response, was it appropriate? (right or wrong) | x | | gives clues to guide student without revealing the answer |
| Were there bells and whistles?<br>● If so, do they enhance instead of detract?<br>● If not, should there be? | x | | calm music to encourage critical thinking but not enough to distract from the game |
| Did you like using the App? | x | | |
| What was the cost?<br>● Was there a "lite" version<br>　○ If so, was it enough | | x | |
| Were there in-app purchases?<br>● If so, what were the additional costs? | | x | |

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| How does it compare to other apps that do the same? | | | |
| Additional Comments | | | |

## <u>Developmentally Appropriate</u>

| Questions | Yes | No | Comments/ Notes |
|---|---|---|---|
| Child Development and Learning<br>● Subject Matter appropriate?<br>● Educational Focus?<br>● Provides for Learning New Content?<br>● Follows Appropriate Teaching Sequence? | x | | |
| Individual<br>● Does it match individual's abilities?<br>● Does it meet individual's needs? | | x | begins on one level and progresses to more difficult levels, but if students can not make it past the first level they can not move on any further |
| Social/Cultural<br>● Bias?<br>● Commercialism Comments | | | |