

Evaluating Apps

Title Total Recall

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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 	x		
Did the software crash?		x	
Was the content appropriate? Did it meet the user's needs?	x		similar to inspiration just with fewer options
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	x		various colors and icons that made sense with each button
Is it easy to navigate?	x		
Is it easy to learn?	x		very simple operations
Does the user need Supervision to use		x	
If the App required a response, was it appropriate? (right or wrong)			N/A
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		x	bells and whistles were not necessary
Did you like using the App?	x		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 		x	no cost

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○ If so, was it enough			
Were there in-app purchases? ● If so, what were the additional costs?		x	
How does it compare to other apps that do the same?			compares to inspiration 9 but with less options for layouts, bubbles, and text, but easily useable for young students
Additional Comments			

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? 			no explicitly stated subject or focus, but could be used for planning in any paper or project that students may need
Individual <ul style="list-style-type: none"> ● Does it match individual's abilities? ● Does it meet individual's needs? 	x		very simple and students can make a web that is as complex or as simple as they would like
Social/Cultural <ul style="list-style-type: none"> ● Bias? ● Commercialism Comments 			N/A