<u>Title</u> Hopscotch

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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		
Is it easy to navigate?	X		
Is it easy to learn?	x		Yes, but could take some time for young users.
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	x		When you first get on the app, it asks if you are a parent or teacher, and if you are a student it tells you to ask a parent.
 Were there bells and whistles? If so, do they enhance instead of detract? If not, should there be? 	x		There are many different templates and ways to create the codes.
Did you like using the App?	X		
 What was the cost? Was there a "lite" version If so, was it enough 		x	No cost for the free version.
Were there in-app purchases? • If so, what were the additional costs?	x		If you want to be able to create and save more games, you have to make an in-app purchase of \$7.99/month or

Evaluating Apps

		\$79.99/year. It also lets you try it free for 7 days before you make the purchase
How does it compare to other apps that do the same?		A few of the features are different such as there being someone on the video talking you through the tutorials.
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? 	x		
 Individual Does it match individual's abilities? Does it meet individual's needs? 	x		
Social/Cultural Bias? Commercialism Comments		×	