## Evaluating Apps

## <u>Title</u> River Crossing IQ Logic & Fun Brain Games

## <u>Evaluators</u> Sydney Sweat, Corey Anderson, Katie Anderson

Questions	Yes	No	Comments/ Notes
<ul> <li>Have you played enough to know every aspect?</li> <li>Did you try things that were wrong and/or unexpected</li> </ul>	×		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	x		
<ul><li>Were the screens appealing?</li><li>Color, items on screen, sounds</li></ul>	x		
Is it easy to navigate?	x		
Is it easy to learn?	X		
Does the user need Supervision to use	Х		To use a hint, you must watch a video.
If the App required a response, was it appropriate? (right or wrong)	x		You must put people on the raft to cross the river.
<ul> <li>Were there bells and whistles?</li> <li>If so, do they enhance instead of detract?</li> <li>If not, should there be?</li> </ul>	x		There was an option to receive a hint of how to solve the problem.
Did you like using the App?	×		
<ul> <li>What was the cost?</li> <li>Was there a "lite" version</li> <li>If so, was it enough</li> </ul>			
Were there in-app purchases? • If so, what were the additional costs?	×		We did not get that far into the levels, but there are probably in-app purchases to continue to higher levels.
How does it compare to other apps that do the same?			
Additional Comments			

## Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<ul> <li>Child Development and Learning</li> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <li>Follows Appropriate Teaching Sequence?</li> </ul>	x		The main focus is getting students to think critically.
<ul> <li>Individual</li> <li>Does it match individual's abilities?</li> <li>Does it meet individual's needs?</li> </ul>	x		
Social/Cultural Bias? Commercialism Comments		×	