

## Evaluating Apps

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> <li>• Did you try things that were wrong and/or unexpected</li> </ul>			
Did the software crash?			
Was the Content appropriate? Did it meet the user's needs?			
Was it easy to navigate?			
Were the screens appealing? <ul style="list-style-type: none"> <li>• Color, items on screen, sounds .....</li> </ul>			
Is it easy to Navigate?			
Is it easy to learn?			
Does the user need Supervision to use			
If a response was needed, were they appropriate? <ul style="list-style-type: none"> <li>• If the user answered correctly, did the app let you know</li> <li>• If answered incorrectly, did the app let you know appropriately</li> </ul>			
Where there bells and whistles? <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>			
Did you like using the App?			
What was the cost? <ul style="list-style-type: none"> <li>• Was there a "lite" version               <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>			

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Were there in-app purchases?			
How does it compare to other apps that do the same?			
Additional Comments			