



App Evaluation Rubric



Name of App _____ Price _____

	1 - poor	2 - fair	3 - okay	4 - good	5 - great	Comments
Engagement: inviting, intuitive, new way of learning.	Uninviting; not intuitive - hard to follow; not really engaging.	One of the three engagement features are met.	At least two of the three engagement features are met.	All three engagement features are met.	Engagement features exceed expectations. Very inviting; very intuitive and easy to follow; new ways of learning	
Developmentally Appropriate: age appropriate? Subject appeal to grade level? Designed for proper age?	Not age or grade appropriate; subject not appealing to grade level; designed for younger/older students.	One of the three development features are met.	At least two of the three development features are met.	All three development features are met.	Development features exceed expectations.	
Instructional Design: communicates subject; aligned with objectives; specific purpose; builds on skills; guides students; provides feedback.	Doesn't communicate subject well; not aligned with objectives; no real purpose; doesn't build on skills, guide students, or provide feedback.	One or two design features are met; others lacking.	Three to four of the design features are met.	All five design features are met.	Design features exceed expectations.	
Motivation: students want to go back to app; builds on skills; good gaming principles; motivates students to learn; motivation potential overrides distraction level.	Lack of motivation from students; doesn't build on skills; poor gaming principles; distracting.	One or two motivation features are met; others lacking.	Three to four of the motivation features are met.	All five motivation features are met.	Motivation features exceed expectations.	
Accessibility: range of levels, supports various learning styles, can personalize; accessibility features.	No range of levels; doesn't support various learning styles; can't personalize; no accessibility features.	One or two accessibility features are met; others lacking.	Three of the accessibility features are met.	All four accessibility features are met.	Accessibility features exceed expectations.	

Source: Apps in the Classroom
https://www.apple.com/education/docs/L523172A_EDU_App_Guide_062013.pdf

Total Points



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RCCTA Resource Center for CareerTech Advancement

<https://www.okcareertech.org/educators/resource-center>

