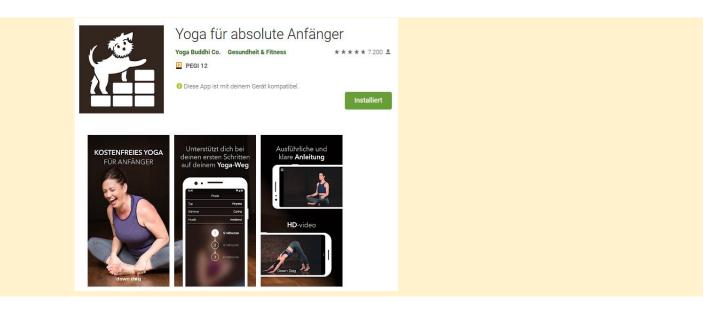
## SPORTS APP evaluation:

1. Source (link to website or Appstore download):

https://play.google.com/store/apps/details?id=com.downdogapp.intro&gl=AT

2. Screenshot (eg):



3. Name and short description:

The name's app is Yoga für absolute Anfänger respectively Intro to Yoga which is made for beginners. You can choose between three types and between different times you want to do.

4. Evaluation criteria:	Points:	
✓ IOS and Android: (1/2)		2 (1/2)
✓ Price or free: $(0/1/2)$		<mark>2</mark> (0/1/2)
<ul> <li>✓ Measurement &amp; sensors used: (0/1/2/3/4/5)</li> <li>sensors used (altitude, air pressure, moisture, magnetic field, temperature, motion, gyroscope, luminosity, GPS)</li> </ul>		<mark>0</mark> (0/1/2/3/4/5)
<ul> <li>✓ Visual design and functionality: personal rating</li> <li>How easy is the APP to use? (1//5)</li> </ul>		<mark>5</mark> (1/2/3/4/5)
✓ App in multiple languages: Does the APP meet our criteria for intercultural usage – is it available in English and multiple languages? (1/2)		2 (1/2)
✓ Relevance for lesson & topic: personal rating How relevant is the APP to the target audience – lessons/lections/short usage in our classrooms?		
(1//5)		<mark>3</mark> (1/2/3/4/5)
5. Summary average calculated (weighted):	4,	6
(6 subcriteria with 100% = 6.0 as best possible rating)		
Further sources for APP evaluation:		
<u>https://www.edugroup.at/innovation/tablets-mobiles/apps/wissenswertes/detail/wie-kann-ich-eine-app-evaluieren.html</u> <u>https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5748471/</u>		

https://www.gcu.ac.uk/library/smile/evaluation/evaluatingapps/