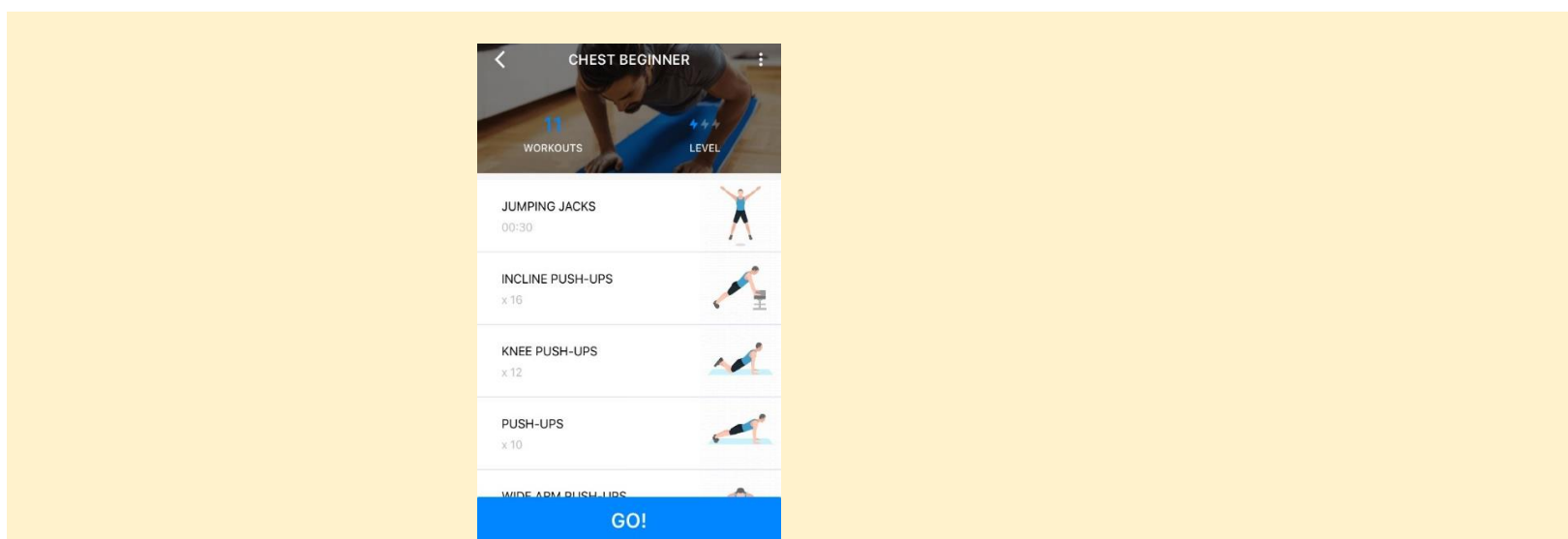


SPORTS APP evaluation:

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

<https://play.google.com/store/apps/details?id=homeworkout.homeworkouts.noequipment>

2. Screenshot (eg):



3. Name and short description:

This is a good app for using regularly outside of school, good for building muscles. But when your teacher asks you to search for some exercises, this app will come in handy. It is free but has ads.

4. Evaluation criteria:

Points:

✓ IOS and Android: (1/2)

2 (1 / 2)

✓ Price or free: (0/1/2)

2 (0 / 1 / 2)

✓ Measurement & sensors used: (0/1/2/3/4/5)

0 (0/1/2/3/4/5)

sensors used (altitude, air pressure, moisture, magnetic field, temperature, motion, gyroscope, luminosity, GPS)

✓ Visual design and functionality: personal rating

How easy is the APP to use? (1/.../5)

4 (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)

3 (1/2/3/4/5)

5. Summary average calculated (weighted):

4,4

(6 subcriteria with 100% = 6.0 as best possible rating)

Further sources for APP evaluation:

<https://www.edugroup.at/innovation/tablets-mobiles/apps/wissenswertes/detail/wie-kann-ich-eine-app-evaluieren.html>

<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5748471/>

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