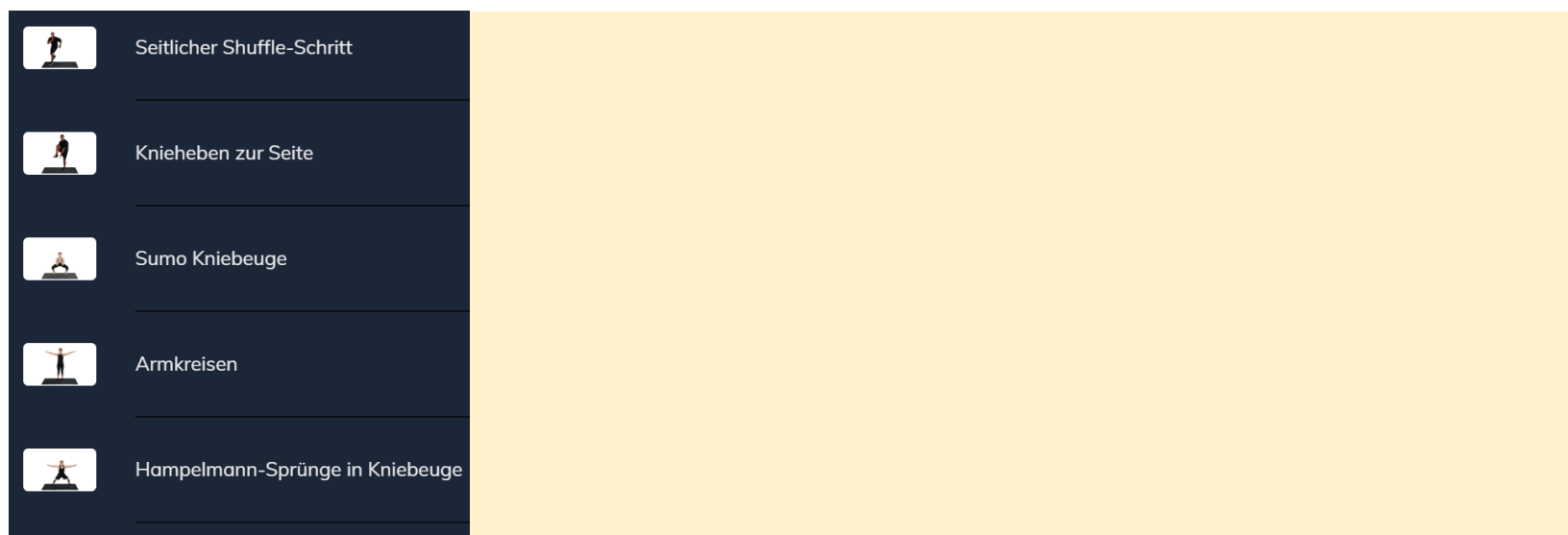


SPORTS APP evaluation:

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

<https://app.sworkit.com/onboarding/profile>

2. Screenshot (eg):



3. Name and short description:

Sworkit, offers various excersises and workout plans for free.

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) sensors used (altitude, air pressure, moisture, magnetic field, temperature, motion, gyroscope, luminosity, GPS) | 0 | (0/1/2/3/4/5) |
| ✓ Visual design and functionality: personal rating How easy is the APP to use? (1/.../5) | 5 | (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) | 5 | (1/2/3/4/5) |

5. Summary average calculated (weighted):

5

(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/>