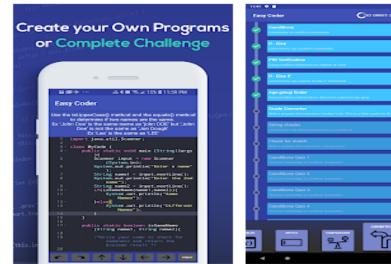
ICT Computer Science APP evaluation:

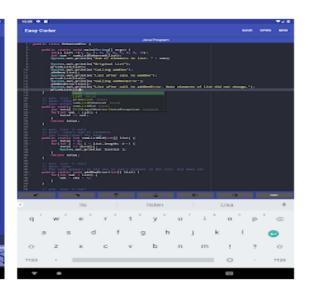
1. Source (link to website or Appstore download):

 $\underline{https://play.google.com/store/apps/details?id=com.amensah.easycoder\&gl=AT}$

2. Screenshot (eg):







3. Name and short description:

EASY CODER: lear to develop & run java programs. The title reveals everything: this app shows you how to develop and run java programs.

4. Evaluation criteria:	Points:	
✓ IOS and Android: (1/2)	1	(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)	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)	1	(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)	4	(1/2/3/4/5)
5. Summary average calculated (weighted):	3,8	
(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/