Evaluation Rubric for Mobile Applications (APPS)

Domain	4	3	2	1
Curriculum Connection	Targeted skill or concept is directly taught through the app	Skill(s) reinforced are related to the targeted skill or concept	Skill(s) reinforced are prerequisite or foundation skills for the targeted skill or concept	Skill(s) are not connected to the targeted skill or concept
Authenticity	Targeted skills are practiced in an authentic format/problem-based learning environment	Some aspects of the app are presented an authentic learning environment	Skills are practiced in a contrived game/simulation format	Skills are practiced in a rote or isolated fashion (e.g., flashcards)
Feedback	Feedback is specific resulting in improved performance; Data is available electronically to student and/or teacher	Feedback is specific and results in improved student performance (may include tutorial aids)	Feedback is limited to correctness of student responses & may allow for student to try again	No feedback is provided to the student
Differentiation	App offers complete flexibility to alter settings to meet student needs	App offers more than one degree of flexibility to adjust settings to meet student needs	App offers limited flexibility (e.g., few levels such as easy, medium, hard)	App offers no flexibility (settings cannot be altered)
User Friendliness	Students can launch and navigate within the app independently	Students need to have the teacher review how to the use the app	Students need to have the teacher review how to the use the app on more than one occasion	Students need constant teacher supervision in order to use the app
Motivation	Students are highly motivated to use the app and select it as their first choice from a selection of related apps	Students will use the app as directed by the teacher	Students view the app as "more schoolwork" and may be off-task when directed by the teacher to use the app	Students avoid the use of the app or complain when the app is assigned by the teacher
Student Performance	Students show outstanding improvements in performance as a result of using the app	Students show satisfactory improvements in performance as a result of using the app	Students show minimal improvements in performance as a result of using the app	Students show no evidence of improved performance as a result of using the app

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