Instructions for Software Evaluation

1. Collect information about your game through the following sources:
   a. *The Software Information worksheet (in-class activity week 5)*
   b. Play the game
   c. Ask children or teachers about the game (or read reviews of the game)

2. Develop an outline of your analysis of the game, including
   a. The purpose of the program
      i. The content/educational/entertainment goal of the program
      ii. The audience for which the program is intended
      iii. Any other relevant information
   b. An overview of the game, including
      i. The instructions/procedure for using the program
      ii. Important features of the program
      iii. The degree to which children can control the program
      iv. Any relevant gender/cultural messages in the program
   c. Whether the program is developmentally appropriate for the target audience (or any audience), including
      i. Child autonomy
      ii. Relevance of material
      iii. “Meaningfulness” of the program context
      iv. Ability to adjust difficulty level and access help
      v. Use of DAP principles (child intuition, engagement, creativity, playfulness, etc.)

3. Create your presentation
   a. Your presentation should summarize the information in your evaluation outline (step 2)
   b. Your presentation should use PowerPoint, including screen-shots or other images as appropriate
   c. Presentations should last approximately 10 minutes
   d. **Email your presentation to Dr. Seidman by 8 PM Wednesday 10/5**

4. **Present your program to the class Week 7 (10/6)**

5. Write a paper summarizing your presentation/evaluation outline
   a. The paper should address any additional issues raised during your presentation
   b. **Email your paper to Dr. Seidman by 8 PM Thursday 10/13**