



San Diego View Art Now

LESSON PLAN: Application Evaluation

Full Title: Learning about the criteria to evaluate smart android and iphones applications.

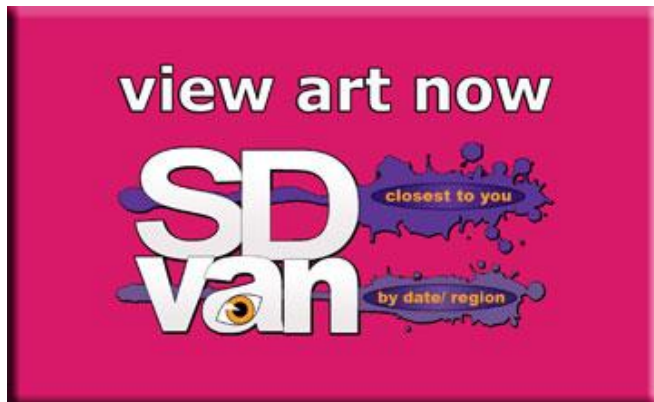
Grades: 8th – 12th

Medium: NA

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Class time required: One 50 minute period

Sample sketches or products:



www.sdvan.net/app

OVERVIEW: This is a lesson in evaluating the purpose, graphics and functionality of a remote device application.

OBJECTIVES: This lesson should encourage students to look more closely at the variety of apps that they download on their own devices and make them more aware of the quality judgments that are used. We hope this encourages them to think more clearly about application that they might design themselves in the future.

MATERIALS: Viewing device such as smart android and iphones cell phones and tablets.

TEACHER PREPARATION: Teacher should prepare hand out on criteria of evaluation and make sure that devices can be accessed at teaching location. The criteria might include

For more information: www.DNAofCreativity.org

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2487 Montgomery Avenue, Cardiff by the Sea, CA 92007 www.SDVAN.net 760.943.0148 info@sdvisualarts.net



some or all of the following:

Content - presentation, accuracy, relevance

Graphic design – creativity, appropriateness, attractiveness

Instructional strategies - clarity and ease of use, help guides,

Interactivity levels - personalization ability, assessment possibilities, feedback, engagement and socialability

Usability and technical performance - Media integration, error rates

PROCEDURE:

- Students are first asked to find and share their favorite apps on their own devices.
- Discussions are held on the various categories of apps.
- Further discussion of the criteria used to evaluate an app.

Written documentation to gather judgments on the following questions:

- What is your overall impression of the application?
- Ratings of the criteria presented
- What recommendation would you make to improve the application?

TEACHER TIPS: When possible evaluation should be given while app is in progress and re-evaluation can then be conducted after feedback from students.

CA CONTENT STANDARDS:

11-12.1. Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text, including determining where the text leaves matters uncertain

A8.1 Understand the component steps and skills required to design, edit, and produce a production for audio, video, electronic, or printed presentation

A8.0 Understand the key technical and technological requirements applicable to various segments of the Media and Design Arts Pathway.

A8.1 Understand the component steps and skills required to design, edit, and produce a production for audio, video, electronic, or printed presentation.

A8.4 Analyze the way in which technical design (e.g., color theory, , graphics, typography,) contributes to an artistic product.

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BIBLIOGRAPHY/WEBOGRAPHY:

[Creative Design of Learning Experience](#), by Mayra Aixa Villar

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