

Application Evaluation Rubric

App Name: MemRise_

Participant Name: Syabihur Rizqi

App Purpose: To help users learn real-life language as it is actually spoken by native speakers

	4	3	2	1
Relevance (4)	Strong connection between app's purpose and student learning (learning objectives)	App's purpose is related to student learning (learning objectives)	App's purpose has a limited connection to student learning (learning objectives)	No connection between the purpose of the app and student learning (learning objectives)
Feedback (3)	Student is provided specific feedback.	Student is provided feedback.	Student is provided limited feedback.	Student is not provided feedback.
Thinking Skills (2)	Focus on higher order thinking skills (creating, evaluating, and analyzing)	Makes easier to connect task to higher order thinking skills (evaluating, analyzing, and applying)	Makes easier to connect task to lower order thinking skills (understanding and remembering)	Limited to lower use of lower order thinking skills (understanding and remembering)
Ease of Use (4)	Student can open and operate the app independently.	Student needs to have a teacher show or model how to operate the app.	Student needs to be reminded how to use the app more regularly.	App is difficult to operate or crashes often.
Engagement (4)	Student is highly motivated to use the app.	Student uses the app as directed by the teacher.	Student sees the app as "more schoolwork" and may not fully engage in the task.	Student avoids the use of the app and does not do the task.
Sharing (2)	Student performance records and products are saved and easily shared.	Student performance records and products are available, but sharing is limited.	Limited performance data or student products not available.	No performance summary or student product saved.
Accessibility & Cost (3)	Accessible on all mobile phone and tablet platforms (e.g., iOS and Android). All functions free of charge.	Accessible on all mobile phone and tablet platforms (e.g., iOS and Android). Not all functions are available free of charge.	Accessible on limited mobile platforms (e.g., ONLY Android). All functions are free of charge.	Accessible on limited mobile platforms (e.g., ONLY Android). Not all functions are available free of charge.

Adapted from Tony Vincent, <http://static.squarespace.com/static/50eca855e4b0939ae8bb12d9/50ecb58ee4b0b16f176a9e7d/50ecb593e4b0b16f176aa974/1330908312793/Vincent-App-Rubric.pdf> (Creative Commons)