Bridge Constructor

Evaluators:

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Version:

5.4

Publisher/Producer/Creator:

Headup GmbH

Target Audience:

Grade 2 and older

Types of Software:

Simulation; The app allows you to build bridges with a set budget. It also lets you test the bridge you've built.

Curriculum:

This app could be incorporated in an engineering class. It could also be used with a physical science lesson.

Impression:

This app is very easy to navigate. There are not very many options to choose from initially, this is because the levels have to be unlocked. The graphics are not very overwhelming, and they go along well together. The app is also well organized and not difficult to navigate.

Review/Evaluation:

This app was entertaining and didn't have any problems. It would be a fun app for the student's to have, and it lets them work on problem solving skills as well.

Description:

Within the app, you are given different road scenarios. With each scenario, you build a bridge to connect the two roads on either side. While you are building the bridge, you have a set budget that you can't hit. Once you do, you can't build the bridge anymore. After you have constructed the bridge, it gives you a small car, and a semi truck to see if your bridge was built correctly.

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? ● Did you try things that were wrong and/or unexpected	yes		
Did the software crash?		no	
Was the content appropriate? Did it meet the user's needs?	yes		
Were the screens appealing? ● Color, items on screen, sounds ……	yes		
Is it easy to navigate?	yes		
Is it easy to learn?	yes		In the levels, there are tutorials before the levels that teaches you how-to use the building materials.
Does the user need Supervision to use		no	
If the App required a response, was it appropriate? (right or wrong)	yes		
Were there bells and whistles? ● If so, do they enhance instead of detract? ● If not, should there be?		no	There was not much to the app other than building the bridge.
Did you like using the App?	yes		
What was the cost? ● Was there a "lite" version o If so, was it enough	yes		There was a free app that had ads during each level. The full version of the app was a one-time cost of $1.99.
Were there in-app purchases? ● If so, what were the additional costs?	yes		In the free app, you can by gems that you can use as

			hints if you are stuck on a level.
How does it compare to other apps that do the same?			There are other apps that allow you to build bridges. This was the highest rated one in the app store. Most of them also had a cost.
Additional Comments			

<u>Developmentally Appropriate</u>

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	yes		
Individual • Does it match individual's abilities? • Does it meet individual's needs?	yes		
Social/Cultural • Bias? • Commercialism Comments		no	