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CRITICAL EVALUATION OF AN ANDROID CONTENT-BASED APP



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Kathy Schrock's Guide to Everything (<http://schrockguide.net>)

What is the title of the app? Theta Music Trainer Cost: Free (in app purchases)

Creator of the app Theta Music Technologies, Inc. Play Store URL: <https://play.google.com/store/apps/details?id=air.com.thetamusic.trainer.2&hl=en>

Content area(s): Music Education Grade level(s): All levels

Content and components of the app	YES	NO
Curriculum connection: Are the skills reinforced connected to targeted skill/concept?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Authenticity: Are skills practiced in an authentic format/problem-based environment?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Feedback: Is feedback specific and result in improved student performance?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Differentiation: Does the app offers flexibility to alter settings to meet student needs?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
User friendliness: Can students launch and navigate within the app independently?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Student motivation: Are students motivated to use the app and select it to use often?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Reporting: Is assessment/summary data available electronically to the student/teacher?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Sound: Does the music/sound in the app add to the educational aspects of the content?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Instructions: Are the instructions included within the app helpful to the student?	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Support page: Does the app's supporting Web page provide additional useful information?	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Level(s) of Bloom's Taxonomy addressed with this app (check all that apply)

☒ Remembering ☒ Understanding ☒ Applying ☒ Analyzing ☒ Evaluating ☐ Creating

Summary of the app							
Using the data you have collected above, explain why you would or would not recommend this application for use in the classroom. Include any specific ideas you have for its use.							
This is an excellent ear training app. The activities are levelled, gamified, and easily understood. Much can be accomplished with the free version. Subscription purchases are available for individuals, studio teachers, and classroom educators (\$50-\$199, depending on the number of students). With purchase of a subscription, the teacher can set up a classroom. Individual students have accounts, activities can be assigned, and feedback is provided to the teacher. It is also available as a site and as an app on iOS devices, making it an excellent resource for use in classrooms in which a variety of devices are available. Headphones will be necessary if students are working independently in proximity to each other.							
Google Play Store application rating	Everyone	XX	Low maturity		Medium maturity		High maturity