

Content (30%)	Not Applicable	1	2
1. Software has specifically defined learning objectives	X		
2. Content addresses effectively learners' difficulties on the subject	X		
3. Content is compatible with student knowledge and skill level	X		
4. Language and vocabulary lay within the boundaries of students' perception	X		
5. Information provided is valid and accurate (there are references, help files, etc.)	X		
6. Software maintains in general politically correct views			
7. Software title is compatible with cultural and ethical elements of contemporary society			

3	4	SCORE
		1
		1
		1
		1
		1
X		3
X		3

Pedagogic Features (30%)	Not Applicable	1	2	3
1. There is a degree of interactivity				X
2. An efficient user feedback mechanism is implemented	X			
3. Erroneous cases are treated in non-rejective way (errors are clearly explained)			X	
4. Student interest is provoked and maintained through excercises and experimentation			X	
5. A multitude of various information presentation schemes is used				X
6. Software can adapt to students' specific learning pace	X			
7. Critical thinking, decision making and peer cooperation are supported	X			

4	SCORE
	1
	1
	1
	1
	1
	1
	1

i. Aesthetic Value/ Presentation (10%)	Not Applicable	1	2
1. Graphics are appropriate for the age of students that use the software			
2. Multimedia elements used (sound, graphics, video - animation are of best quality			
3. Popup windows are harmonically synchronized			
4. Graphics do not disrupt students' concentration			
5. The role of graphics is not plain decorative, but also functional (they provide critical information)			

ii. Usability/ Navigation (10%)	Not Applicable	1	2
1. The required skills are compatible with the student age level	X		
2. Navigation tools are abundant (table of contents, user menus buttons, etc.)			
3. Help function is available at all software screens		X	
4. Instructions are clear and understood			
5. Students can select, use and quit one activity, whenever they wish			

iii. Functional Characteristics (10%)	Not Applicable	1	2
1. Interoperability is applied (e.g. user can copy, save or print part of text or other information included in the software)			
2. Software licenses permit free installation and use inside school lab computers			
3. Software installation is simple and direct (or it can be used through web browsers)			
4. Software is compatible with hardware specifications of school labs			
5. There are no technical bugs			X
6. Software exhibits high reliability (operates without problems)			

7. In case of failure due to errors, software maintains a <u>minimum performance and is able to recover</u>			X
8. User identity is checked and registered	X		
9. Software is effective regarding response times and resource allocation of the computer system upon which it operates			X
10. There is an option of software update/ upgrade through internet			X
11. There is a community of software users in the internet	X		
12. Application (as a whole or parts of it) can be transferred to other operating systems (e.g. iOS or Android)	X		
13. Application runs in other devices as well (smart phones, tablets)			

iv. Teacher Support (10%) (filled only by teachers)	Not Applicable	1	2
1. Teacher is capable of enriching/ modifying software content			
2. Software is accompanied by user guide appropriate for the teacher			
3. There is a software guide for embedding activities into curriculum			
4. There is the ability of keeping student records			
5. There is published research that supports pedagogic exploitation of software			

3	4	SCORE
	X	4
X		3
X		3
X		3
X		3

3	4	SCORE
		1
X		3
		1
	X	4
X		3

3	4	SCORE
X		3
X		3
	X	4
	X	4
		1
X		3

		1
		1
		1
		1
		1
		1
	X	4

3	4	SCORE
		1
		1
		1
		1
		1

TotalScore	
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(aggregate upon yellow cells in the 3 sheets)