

SOFTWARE EVALUATION

Evaluator's Name: Sharon Eilts

Date of Evaluation: April 23, 2005

Product Title: Creature Games – several separate apps under Creature designation

Publisher: Laureate Learning Systems

Content/Subject:

Instructional Design for Learners: This software addresses what type of learner needs?

Developmental disabilities as low as four months functional age, physical impairments, visual impairments, autism

Program Design

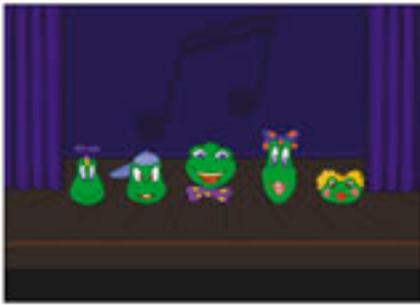
- **Describe the learning objectives of this program.**
 - Cause and effect
 - Turn-taking
 - Use of single switch
 - Discrete pointing
- **Describe whether or not the program is age-appropriate.**
 - Graphics are young, animation is primary focus.
 - Not appropriate for older students or adults
- **What type of motivational techniques does the program employ?**
 - Animation
 - Speech
 - Sound effects
- **Describe the types of skills this program helps develop.**
 - Auditory and visual attention
 - Cause and effect and turn taking
 - Intentionality
 - Recreational domain
- **Special Features:**
 - Speech
 - Animation
 - Sound Effects
 - No reading required
 - Accessibility with keyboard, touch screen, single switch, mouse

Measurable Goal

Write a measurable goal related to introducing this software title to a student/client for whom you think this might be appropriate.

Seilts

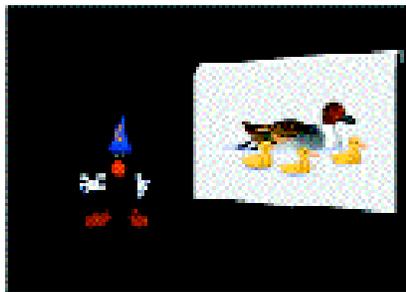
By (date), (student0 will respond to audio prompt 4 times out of 5 by pressing switch to activate computer animation in 4 trials out of 5.



Creature Antics



Creature Capers



Creature Magic



Creature Cartoons



Creature Features

Graphics provided courtesy of Laureate Learning website