



For more information:



“Classrooms don’t
need tech geeks who
can teach; we need
teaching geeks who
can use tech.”
- David Geurin

Odd Squad: Code Breakers

[http://pbskids.org/oddsquad/games/
codebreaker/](http://pbskids.org/oddsquad/games/codebreaker/)

Barbie Dreamtopia Sparkle Mountain
Royal Ride

[https://play.barbie.com/en-us/game/Sparkle-
Mountain-Ride](https://play.barbie.com/en-us/game/Sparkle-Mountain-Ride)



iPlay2Learn: Evaluating Educational Software

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Code Breakers



Code Breaker promotes number and pattern learning for elementary children. The game opens up with a video introducing the goal of the game and begins with a simple tutorial, then gradually increases the difficulty each level. The child cannot pass the level until they follow the correct pattern, which satisfies our mastery-oriented requirement. There are clear instructions, sound, and a CC (closed caption) option for learning how to play. As you select each number, immediate feedback is given, since the number pad changes color depending on if the selection is correct or incorrect in the pattern sequence. This game is engaging because the goal is to get to the open door across the lab in order to move onto the next level, unlike any games on the PBS site, which do not appear to have multiple levels. Engagement is also seen in the visual aspects of the game, such as having multiple genders as scientists, upbeat music, the subgoal of collecting juice boxes along the way, and the end goal of moving on to the next level by mastering code breaking.

Evaluation Criteria

- ✓ Scaffold real life skill
- ✓ Clear instructions
- ✓ Immediate feedback
- ✓ Mastery-oriented
- ✓ Developmentally appropriate
- ✓ Engaging
- ✓ Visually Appealing



Sparkle Mountain Ride

Barbie Sparkle Mountain Royal Ride is created for children in preschool-kindergarten. This game is visually appealing with bright colors and sounds. It is a colorful world that engages children into a dream world of fantasy, but mostly plays on “girly” tropes such as princesses and sparkles. It provides children the opportunity to learn very simple hand-eye coordination since only the “jump” button is utilized. In this game, Barbie rides an elephant along a path while collecting small gems and avoiding larger, dangerous objects (“hazards”) by jumping. The purpose is to get to the finish line at the end of the path and to collect gems, though the gems do not serve any purpose from keeping arbitrary points. Children can play this game very mindlessly and become mesmerized by the graphics of the game. Furthermore, the format of the game doesn’t change as the levels progress and there isn’t a real challenge to overcome to finish the game. Overall, we wouldn’t recommend this game for children or anyone in general...

