

## Criteria for evaluating authentic web-based and mobile apps

Qualities	Questions
Accessibility	Will all of your students be able to use the app?
Authenticity	Is it something that students would use outside the language classroom in their everyday lives?
Business model	Can you identify the business model which funds the app? If it's free, is there a premium version or are there advertisements?
Context	Is it for student use, teacher / student use or teacher use only? Where would it be more appropriate to use it? Home, classroom, other?
Cost	Is it free or affordable? Are there any discounts for educational use etc?
Digital literacy	Does it help students to develop a useful digital literacy?
Interaction - Communication	Does the app support some form of interaction or communication?
Learnable / teachable	How long will it take you / students to learn how to use the app? Apps should be quick and easy to use.
Learning goal / outcome	Is there an obvious (or less obvious) learning outcome that can emerge from using the tool?
Registration	Do students need to register and remember a password in order to use it?
Reuseable	Can the app be used more than once for more than one purpose? Can it become a regular classroom tool?
Security	Is there any risk involved in using the app? Does it open the students to contact from inappropriate people? Is there private information safe? Does it have any built in safeguards to report inappropriate use?