How to evaluate interactive media

Student name:_____   Date: _____

Name of the project/application you are evaluating: _____

Communication

Who is the intended audience?_____

_____

What is the intended purpose? _____

_____

Is the intended purpose clear? Why or why not?_____

_____

_____

What are the goals of the project/application? _____

_____

_____

How do the effects and visual content enhance or detract from the overall purpose and goals of the project?

_____

_____

How do the text and audio content of the project/application enhance or detract from the overall purpose and goals?

_____

_____

How well do the effects and visual content reach the intended audience? _____

_____

_____

How well do the text and audio content of the narrative reach the intended audience? _____

_____

_____

How relevant is the content to the overall project into which it is placed? _____

_____

_____

How does the design create consistency? _____

_____

_____

Technical

Does the interactive media function properly? Why or why not? _____

_____

_____

How long does it take the content to load? _____

_____

Is the application easy to use? Is it easy to navigate? Can you easily find what you are looking for? _____

_____

_____

_____

Does the application look the same in different browser, on different operating systems, and on different devices? Is the application responsive to different screen sizes and form factors? _____

_____

_____

_____