

# Home Task: Quantitative Evaluation

Name of the App <b>Kölner Dom für Kinder</b>																
URL <a href="https://play.google.com/store/apps/details?id=de.colognedigital.KoelnerDomKinder">https://play.google.com/store/apps/details?id=de.colognedigital.KoelnerDomKinder</a>																
Mask with X the features you can find in the App																
Map	Map GPS	Map Static	AR	Photos	Articles	Particip.	P. Review	P. Rating	P. Upload	Share	Audio	Video	Nearby	Links	Tours	Quizes
				X	X	X					X				X	X
<p><b>Describe the content structure of the app:</b></p> <ul style="list-style-type: none"> <li>▪ Main (Welcome) page</li> <li>▪ History</li> <li>▪ Game</li> <li>▪ Quiz</li> <li>▪ Information</li> </ul>																
<p><b>Opinion:</b> What I really like about this application is its ability to catch the eye and involve. In some way it was achieved by using quizzes and online games that worked as a very good interaction tool involving the user in the process of gaining information about the particular place, which is <i>Kölner Dom</i> in our case. Another good decision made by the developers of the application concerns the absence of the section that usually a user expects to be presented in the application. A decision not to use some features is a developing decision itself. Taking into consideration the target group (which is children aged 6 -10 years young), developers decided not to put the section such as map, contacts, and “book-the-tour”, which apparently are excessive and meaningless for the target group. In conclusion, for my application I would probably use sort of quizzes, gaming, or alike techniques in purpose of the active online interaction in the pair user – application.</p>																