

MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 17.3)

Name of Learning Material:	iOS Boot Camp Flyers
SKILLSCOMMONS URL:	https://www.skillscommons.org/handle/taaccct/3383
Learning Material URL:	
Reviewer's Name:	Valerie Taylor
Date Review Completed:	6-03-18
Review Time Required:	30 minutes

Description

1. Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps	iOS Boot Camps introduced students to some of the objectives and skills to know how to develop an iOS mobile app. Created by Collin County Community College district.
2. Type of material: Animation, assessment tool, assignment, case study, collection, development tool, drill and practice, e-portfolio, learning object repository, online course, open journal article, open textbook, presentation, reference material, simulation/game, social networking tool, quiz/test, tutorial, workshop and training material.	Recruitment and Outreach
3. Technical requirements: Browser, software or plug-in, Java, HTML, Flash, etc. You can test how it appears on Internet Explorer at http://ipinfo.info/netrenderer/ Note type of device if it is an app (iPad, Android, phone, etc.)	Some are pdf files, others are editable TIFFs and one is a word doc without the youtube video.
4. Identify major learning goals/ curriculum objectives: Purpose of site, goal for learner/user.	Bootcamp flyers: appropriate for women but lacks detail—only states that there is a bootcamp for developing mobile apps and the instructor, but no learning objective, description, etc. Video: Yes, talks about what people do who create mobile apps, how to market to businesses, growth of the industry; features a woman who is an excellent speaker! *This video is five years old. Some concern about how the industry has changed over the past five years, especially when taking about statistics, such as pay, growth of the industry.
5. Recommended uses: In-class, homework, individual, team, lecture, etc.	Video: In class (could have a discussion afterwards in teams or as a whole class); homework. Great video about the app industry!
6. Target population: Level, course or subject matter, other user groups	Beginners, those who are interested in potentially entering the IT industry
7. Prerequisite knowledge or skills needed: Course or subject matter, computer skills, other miscellaneous skills	No prerequisite knowledge or skills stated

8. Application to industry recognized certification: Name of credential or certification.	Doesn't state if the programs at the college lead to a credential—more about the industry rather than the program at the college. Says you can earn a credential or degree but doesn't state what it is.
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Evaluation and Observations: After reviewing the learning material, please indicate your agreement with the following statements by placing an “x” in the applicable column where 5=excellent or strongly agree and 1=poor or strongly disagree.

1. Quality of Content – The Learning Material...	Stro ngly Agre e	Agree	Nei the r Agr ee	Dis agr ee	Stro ngly Disa gre	N/A
...is clear and concise						
...provides a complete demonstration of the concept						
...demonstrates a core concept grounded in the discipline						
...is current and relevant						
...is supported by appropriate research						
...is self-contained (can be used without requiring an assignment or context)						
...provides accurate information						
...is flexible (can be used in several situations)						
...includes an adequate amount of material						
...has strong workplace relevance						
...integrates the concept well						
Overall , the quality of the content is very high						
Enter a numerical value that summarizes your attitudes above.						
Strengths (Describe the outstanding features of the quality of the learning material)						
Concerns (Describe any problems in terms of quality)						
2. Potential Effectiveness as a Teaching Tool/This Learning Material...						
...identifies learning objectives						
...identifies prerequisite knowledge						
...reinforces concepts progressively						
...builds on prior concepts						
...demonstrates relationships between concepts						
...is easy to integrate into curriculum assignments						
...is very efficient (could learn a lot in a short time)						
...can be used to measure student learning outcomes						
Overall , learning material is a very effective teaching tool						
Enter a numerical value that summarizes your attitudes above.						
Strengths (Describe the outstanding features of the quality of the learning material)						
Concerns (Describe any problems in terms of quality)						
3. Ease of Use – This Learning Material...						

...is easy to use						
...has very clear instructions						
...is engaging						
...is visually appealing						
...is interactive						
...is of high design quality						
...meets accessibility requirements if able to assess						
...if an app, can be used on multiple types of mobile devices and platforms						

...if an app, runs effectively without the internet							
Overall , the usability of this learning material is very high							
Please enter the numeric value that summarizes your attitudes above.							
Strengths: (Indicate the outstanding features of the usability of the learning material)							
Concerns: (List problems in terms of usability)							
What is your overall numeric rating for this material? Review your 3 ratings above and determine your overall rating							
Optional Information:							
Other comments to be included in the review: (If an app, respects privacy of user, meets PG rating standards, how frequently app is updated)							
Comments to author only: (Any needed improvements or recommendations should be addressed here.)							

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