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| **Tool for Benchmarking Apps adopted in formal and informal educational situations in the 0-6 age group**   |  | | --- | | **App Inclusion Criteria** | | 1- Oriented towards the care, learning, education or edutainment of children | | 2- N of significant downloads (more than 100) | | 3- N of significant evaluations (more than 50) | | 4- Not oriented to work with disabilities | | 5- Apps used by the child/children themselves | | 6- Apps used by parents | | 7- Apps used by educators | | | |  |
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| Dimension Analysed | Description | Assigned Values |  |
| N of downloads | N of downloads reported in the app store | Number [as per site]. |  |
| Public Assessment | Score given by the app store against the app | Score [as per site] |  |
| Value for learning 0-6 [CHILDREN]. | Promotes cognitive development (memory, attention, thinking, language) or motor development (prehensile skills, fine motor skills, walking, etc.); may include aspects related to the development of individual creative skills, or through collaboration with adults | Likert scale 1-5 focused on the assessor's agreement with the presence of the dimension   1 - Totally disagree  2 - Disagree  3 - Neither agree nor disagree  4 - Agree  5 - Totally agree |  |
| Training value for parenting/educational professionalism [EDUCATORS/ADULTS]. | It promotes understanding of processes relevant to the child's life and upbringing, such as health, habits of daily living, good use of leisure time. Improves the adult's knowledge with respect to the relationship with the child and in particular with respect to being a parent/educator. It promotes effectiveness and efficiency in the management of shared time with the child, adult relationships to educate the child and information about the child's life (from text to image). |  |
| Educational Value [ALL] | It promotes the development of awareness about quality of life and self-care as children, as parents, as educational professionals; about the environment, participation and social relations, as well as cultural and human values (promotion of a culture of childhood). |  |
| General information clarity [ALL] | It includes general indications congruent with the proposed functionalities and displayed in tutorials. The presentation is pleasant, appropriately underpinned by text or scientific materials. |  |
| Safety [CHILDREN] | Children can use the app without adult guidance. It does not urge the child to proceed with online financial transactions (of any kind). Does not contain elements that interrupt the flow (e.g. pop-up messages, advertisements). Does not use invasive recommendation systems with the aim of entertaining the child or leading them to use the app abusively (too much exposure time) |  |
| Safety [ADULTS/EDUCATORS] | Provides advice to parents/caregivers on using the app in contexts or at times that might be inappropriate or even risky for the child.   Informs parents about the child's progress (e.g. via e-mail). Does  not use intrusive recommender systems with the aim of entertaining the adult or leading them to use the app abusively (too much exposure time)  Has systems to alert or block notifications or information perceived by the user as intrusive or stressful |  |
| Ethical use of collected data [ALL] | The application explicitly states to parents/educators the policy for handling personal data. Data does not go to third parties whose use is unclear (profiling for commercial purposes).   It does not allow the export of private information (files, photos, images, etc. including via screenshots) or use connections with external apps (especially social media) where data could circulate without user control. |  |
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