AT App Search Engine User Tutorial

By the WPI Project Team
Version 3.0

Preface

This document shows how to access, operate, and request additional apps for the Assistive Technology App Search Engine. This service uses Microsoft Access and Caspio Web Platform. Internet access is required for using this service.

Organization of the Tutorial

Accessing AT App Search Engine
- Navigating to the web service

Searching AT App Search Engine
- Applying filters
- Using search fields
- Sorting Results
- Ranking Results
- Leaving Comments
- Requesting Paid Apps

Adding Requests to AT App Search Engine
- App Insertion

1. Accessing the AT App Search Engine

The public version of the search engine is hosted through the Caspio Web service. This allows it to be held at the following link:

http://bit.ly/2HPmoHy

By following this link you will be sent directly to the search form. The search engine works on any device so long as it is accessed in a web browser.

2. Searching the AT App Search Engine

Once you have navigated to the page shown above, you have the option to search for any AT app on the search engine. You can search by the following fields:

App Name- Standard search bar to search for the name of an app

Category- Drop-down menu to search for traditional categories found in the app store

Subcategory- Search bar with autofill features to search for more specific types of apps

Disability- Drop-down menu listing certain types of disabilities with apps made specifically for these disabilities

Language- drop down menu of available languages

You can also apply different search filters. These filters are applied with the buttons below the search fields. You can filter by clicking the buttons for the following parameters:

Free Apps Only- Checking this option shows only the free apps that fulfill entire doc the other parameters

Filter out In-App Purchases- Checking this option removes all apps with in-app purchases

App Store- These radio buttons specify which app store you want the apps to be from. Pressing both (the default when nothing is selected) shows all options regardless of which app store they are in.
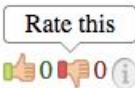
Compatibility- These radio buttons specify what device the app is compatible with. Pressing both means that the app is on both smartphone and tablet; either (the default when nothing is selected) gives all options regardless of device compatibility.

App Name: 360 Thinking Time Tracker **Developer:** Kristen Jacobson **Cost (USD):** $2.99 **Device:** Smartphone, Tablet 📄 View Details	**App Name:** AAC Evaluation Genie **Developer:** Hump Software **Cost (USD):** $12.99 **Device:** Tablet
App Name: abc PocketPhonics Lite **Developer:** Apps in My Pocket Ltd **Cost (USD):** $0.00 **Device:** Smartphone, Tablet	**App Name:** ABC Talk With Me! **Developer:** DigSee.com **Cost (USD):** $0.00 **Device:** Smartphone, Tablet
App Name: Aiko & Egor: Animation 4 Autism **Developer:** See Beneath Inc **Cost (USD):** $0.00 **Device:** Smartphone, Tablet	**App Name:** APDD PS & LASS - Friends **Developer:** Linguisystems **Cost (USD):** $19.99 **Device:** Tablet
App Name: Apraxia RainbowBee **Developer:** Virtual Speech Center Inc. **Cost (USD):** $26.99 **Device:** Tablet	**App Name:** ASL Dictionary Sign Language **Developer:** Software Studios LLC **Cost (USD):** $5.99 **Device:** Smartphone, Tablet

After searching, you will see the results of your search in blocks like these, showing the name, developer, cost, and device of the app. Hover over the app that you want and click View Details for more information on that app.

When a user clicks View Details, they will see this screen. It has all of the data from the initial search, as well as the store, category, subcategory, disability (if it specifically supports one), in-app purchases, bundle availability, languages, and store link of the app. Users can click on the link to go to the app store. Users can also rate the app within the search results using the thumbs up and thumbs down buttons.

Users can also comment on apps, acting as an internal review system. When commenting, it is not required to leave a name or email, but leaving your name is highly encourages as it makes it easier for the admins to validate the quality of an app.

When downloading or purchasing an app, always use your best judgment. Read the description of the app on the store page, read the reviews and notice the ratings, both in the search results and on the store. When emotionally charged, people tend to rate and write in the extremes; human emotions can get in the way of an objective review. Many apps also don't have a rating, as there are not enough reviews on the app store to have a consistent rating. These unrated apps could be diamonds in the rough, or unpolished and glitchy services that were abandoned by their developer. If you find such an app, don't forget to rate and review it both on the app store and in the search result, as somebody else could use your opinion for their own judgments.

If you use an app that you found with this search engine, make sure to return to the app in the search engine to rate and comment so that other users can make informed decisions.

Requesting Paid Apps

Paid apps are delivered to Seven Hills iPads via the Maas360 MDM program/apps catalog on every iPad.

Step 1. Once you determine which apps you need and how much they cost, you will need to ask your supervisor or manager to create a PO (Purchase Order) for the total amount, and have them send that PO # to Jean Des Roches.

Step 2. Once approved, you will have to send an email to Jean Des Roches (jdesroches@sevenhills.org) with the following information:

    a) The app name(s)
    b) The cost per app
    c) How many you wish to purchase
    d) The names of the iPad(s) where they are to be installed
        ● To find the name of an iPad, head to the Settings app, tap General, tap
          About, and you will see the name of the device at the top.

Step 3. Once Jean finalizes the purchases and sends the apps to you, she will notify you via email.

3. Adding Items to the AT Search Engine

Below the search button, there are two extra links to access the editing functions.
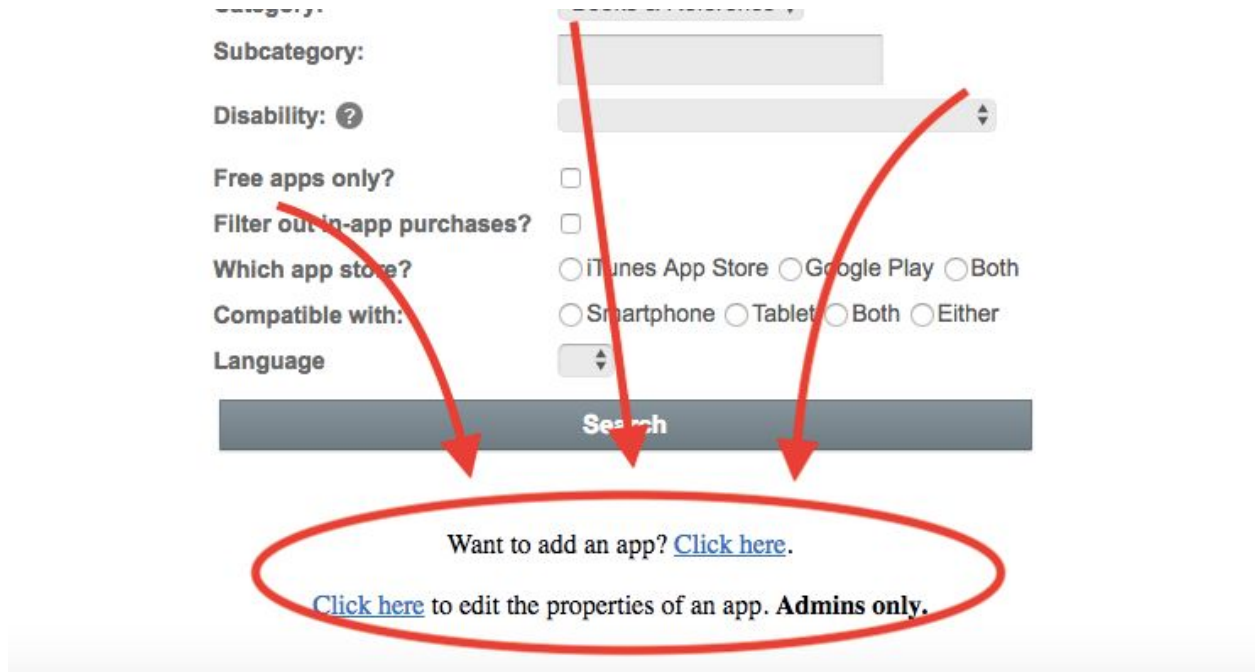
The first one links to the add apps interface, which is a public form for recommending apps. The second one links to the actual editing interface, which requires an admin login.

As shown in the image above, the fields marked with a red asterisk are required. The request is sent to the admins; once approved, it will show up in the search results publicly.

Most of the information for the apps are publicly available on the app store in some form. The following section will help you find the information from the iTunes app store.

App Name: The first bit of information on the app. It is in bold. Please copy the entire name of the app when filling the form out, as many apps have similar names and by doing so keeps the search results consistent.

Developer: The link is usually under the name, however, it is not necessarily the info immediately under the name, as some apps have brief descriptions underneath the app name. Like with app name, please copy the entire developer name (not the link itself). While people will not search by developer, this is still important information for each app.

Category: Scroll down to the bottom of the app store (if in a browser) past the user reviews until you reach Information. The category of the app is how it is organized within the app store under incredibly generalized rules.

Subcategory: For this parameter, the user must use their own judgment, typically by reading the app's description. This parameter exists due to the vague nature of the Category parameter and a personal desire to help users find apps using a more specific parameter that the app stores' generalized categories.

Disability: Like subcategory, this requires the user's own judgment. The developers of the search engine have decided to only add disability fields if the app clearly states (in either the name itself or in the description) that the app specifically helps the given disability. This is because there are many apps in the search engine that can help in a general sense, but are not tailored for a specific set of disabilities. If the app is for a disability not currently in the given list, include the 'Other' option in your selection and type the disability into the 'Other Disability' field; if there are multiple disabilities that you wish to add in this field, please separate them with commas.

Cost: How much the app costs to download (not necessarily how much the app costs to use). This can be found either at the top of the page under the rating (if there is a rating), or under Information at the price parameter.

In-app purchases: A yes or no question. If an app has in-app purchases, it will either state so next to the price at the top of the page or under the price in the Information section of the page. We don't specify what the in-app purchases are simply due to how many there can be for one app and how different they can be in functionality, ranging from purchasing the full version of an app, purchasing a subscription to a service, getting in-app credit, unlocking extra features, removing ads, etc.

Store: Which store you are viewing the app in. Both isn't an option simply because the differences in functionality, price, and version differences for a single app can desync the app's properties in the search engine.

Device type: Which device the app is for. The information is clearly stated in the Information section under Compatibility. Alternatively, if there are screenshots of an app on a specific device (found immediately before the description, under the app name and other header information), then it is available for that device.

Store Link: Copy the entire URL from the top of the browser when on the app store (assuming you are in a browser and not the app store itself). This makes it easy for a user to find an app in the search results and immediately go to the app store from the search results. If you are in the iTunes app, press the ellipsis button and press copy link.

In a bundle: When searching for apps, you can sometimes find a collection that includes the app that you want. If a bundle exists that has this app in it, click on the checkbox to state that it is in a bundle.

Language: The languages that the app is available in. We only record the following languages: [INSERT LANGUAGES HERE]. This is because some apps have extensive lists of languages offered, some of which we don't expect to be very common. The languages offered are found in the Information section beneath the compatibility. If the app supports a language not currently in the given list, include the 'Other' option in your selection and type the language into the 'Other Language' field; if there are multiple languages that you wish to add in this field, please separate them with commas.

DIFFERENCES WITH GOOGLE PLAY:
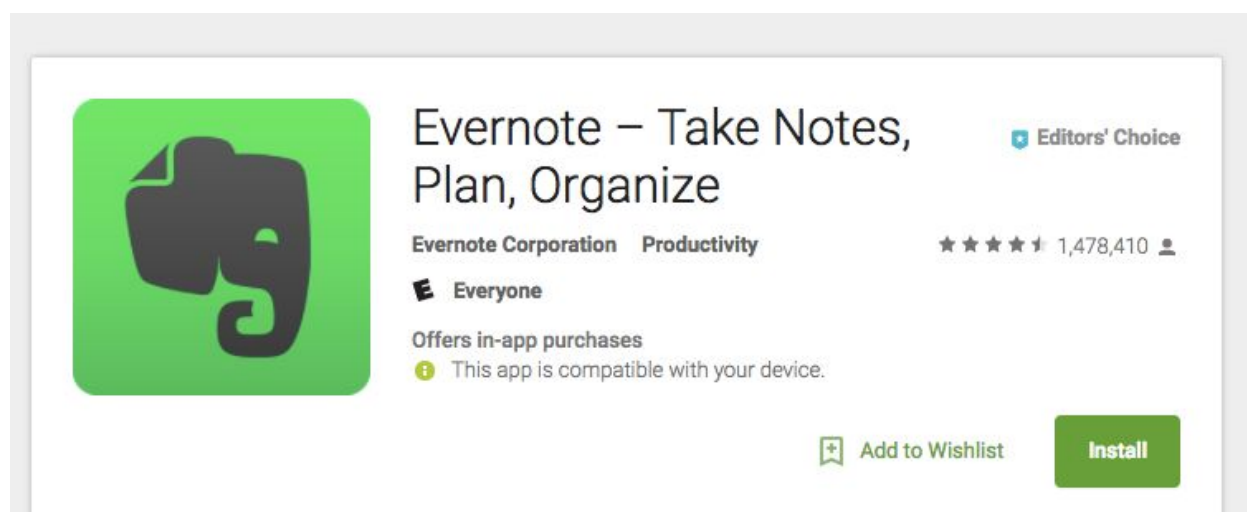
ADDITIONAL INFORMATION

Updated February 7, 2018	**Size** Varies with device	**Installs** 100,000,000 - 500,000,000
Current Version Varies with device	**Requires Android** Varies with device	**Content Rating** Everyone Learn more
Interactive Elements Users Interact, Digital Purchases	**In-app Products** $1.00 - $99.99 per item	**Permissions** View details
Report Flag as inappropriate	**Offered By** Evernote Corporation	

Developer
Visit website
Email appstore-evernote-android@evernote.com
Privacy Policy
305 Walnut Street
Redwood City, CA 94063

Category: Google Play uses different categories than the iTunes app store. For the sake of the search engine, we have decided to primarily use the iTunes app store categories. Please use your best judgment when translating the Google Play store's category to the iTunes store category.

Languages: Unfortunately, the Google Play store does not record the languages the app is offered in.

Cost: If an app is free, then the green button will say "Install"; otherwise, the button will show the price of the app.

If using the Google Play Store App, extra information can be found by pressing Read More in the description.

When you successfully fill out the form, the request is made. The app **IS NOT** automatically added to the public search results. It simply sends a request to the admins to approve the app. Once it is approved, then it will show up in the public search results. If you'd like, you can use the final text box in the request form to explain to the admins why you want this app added to the search engine.