**Zombie Defender**

[**http://www.funtotype.com/game/tommyq**](http://www.funtotype.com/game/tommyq)

**Target** Audience: Any student learning to type – expert typers

**Type of** software: Typing and spelling practice

**Curriculum:** Would be good to use as typing practice or just for fun.

**Possible environment(s):** Could be used in a lab or during individual computer time.

**Supplements**: The website also has other free typing related games.

**Software Description:**

The object of this game is to type a word that is above the zombies head before it reaches your character. The character is in the middle of a baseball field hiding on a pole with a pitching machine to escape the zombies.

We used the arrow keys to change the direction the baseballs would be thrown. The ball pitching machine throws a ball for each letter of the word that is typed. After the word has been typed correctly, the zombie dies. We continued playing until all the zombies were dead.

**Impressions:**

This website is extremely easy to navigate. The pictures are very well done and look very modern. We think this, as well as the zombies, will attract mid-level students. Feedback is immediate. The student has instant gratification for spelling the word correctly when the zombie dies. We find this software very amusing. As the zombies come at the character faster and the words become harder, we had to type fast while making sure the balls were pointed at the zombies. Over all we love this game and plan on playing it in our free time.

Mini Checklist For Software: ­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­Zombie Defender

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| --- | --- | --- | --- |
| Question: | Yes | No | Notes |
| Have you played so that you really know every aspect? | X |  |  |
| * Did you try doing things that were wrong or things that the software did not expect? * Need to see what happens if the user does things that are incorrect or are not the usual responses. * Try to make it crash in order to make sure that it does not crash. | X  X | X | We wanted to see where the arrows had to be positioned to hit the zombie. The arrows need to be in line with the legs. |
| * Did the software crash? |  | X |  |
| * Did you get an appropriate   Response if you did something Incorrectly? | X |  | The machine will not throw the balls if the arrows are not lined up and do not throw a ball if the word is spelled incorrectly. |
| When you did what was expected or correct, was there an appropriate response?  i.e., If you answered correctly, did the software let you know?  If you tried to get to another part of the program, did you action take you were you wanted? | X  X  X |  | The letters of the word light up as you type them |
| Just by looking at the screens, are they appealing? | X |  |  |
| Is there something that bothers you when you look at it? |  | X |  |
| When you were navigating through the software |  |  |  |
| Did you get lost? |  | X |  |
| Could you always get where you wanted to go (forward and backward)? | X |  |  |
| Did you like using the software? | X |  |  |
| Did you like the content? | X |  | Content is clearly related to the curriculum |
| Where there bells and whistles? |  | X | Nothing fancy |
| If yes: |  |  |  |
| Did you like them?  Did they get in the way?  Were they appropriate? |  |  |  |
| Does the program convey images of equity  Free of prejudice regarding race, sex and religion; content is diverse and is not slated to any cultural group | X |  |  |
| Did you like the software enough to evaluate it more? (Did you like the software enough to use it within an educational setting) | X |  |  |

**Pass Did Not Pass**

X