Criteria for software selection	Yes	No	Comments
Objective: the software meets the educational objective set (e.g., presentation, practice)	☐	☐	
[1]**Thinking skills**: students can develop the expected thinking skills through this tool (e.g., analysis, creation)	☐	☐	
[1]**Literacy skills**: students can develop the expected literacy skills through this software? (e.g., listening, speaking, writing, etc.)	☐	☐	
[1]**Digital skills**: students can develop the expected digital skills through this? (e.g., research, content creation, etc.)	☐	☐	
Interactivity: students can interact with the software and the content to be included at the expected level.	☐	☐	
Accessibility: the software supports accessibility (e.g., easy-to-use, navigate, easy-to-read graphics/links, fonts, accommodations for varied ability levels)	☐	☐	
Delivery mode: the software supports the chosen delivery mode (e.g., synchronous/asynchronous, individual and/or collaborative, teacher- or student-lead use.	☐	☐	
Assistance: there is assistance/support for instructor and students (e.g., chat support with technicians, links to external websites, additional material)	☐	☐	
Tracking and monitoring: the software tracks students' progress. The teacher can access such details. (e.g., reports for what students see, how much time they spend, etc.)	☐	☐	
Feedback: the teacher can provide feedback (in real-time or prepared in advance)	☐	☐	
Multimedia: the multimedia used are of high-quality multimedia used.	☐	☐	
Adaptability: the software adapts to students' learning needs such as the speed, the acquired skills, etc.	☐	☐	

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[1] Not always applicable. It applies to situations when the teacher will use a tool to create an activity that aims to develop the respective skills.

Required equipment: the tool requires equipment that is typically available to instructors and students (computer, internet connection, etc.)	☐	☐	
[2]**Required skills**: a) the teacher/student can use it with basic/intermediate skills OR b) the users can learn how to use it easily through tutorials, training, or simple experimentation.	☐	☐	
[3]**Sharing options and LMS integration**: a) the user can insert the software into the LMS/platform used by the university b) there are sharing options available (e.g., link of the final content created in the software environment).	☐	☐	

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[2] Highlight which of the two cases applies (can be both)

[3]Only for software external to the LMS/platform used. Highlight which of the two cases applies (can be both).