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App Review: Stop Motion



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I used the stop motion app for the iPhone to do my 2-second preview animation. Originally I thought I had already downloaded the app our entire group had downloaded for our group project, but as it had turned out, the app I was using was different from the app our group used. So I guess the best way to put it is that I found out about our app from our group. But stop motion in general was something I had already found in the app store for another assignment.

This app is one that can take pictures from your device and will play the pictures together in succession to create a stop motion video for you. The stop motion app has many features such as a slow down and speed up feature where you can change the speed of your video in terms of frames per second. It can also play as a loop to create gifs, which are short clips that repeat over and over again. This app can even record sounds to play with your images to create a complete video.

There are other features as well but those are some that have to be bought in order to be useable. Usually apps like that, such as this one, have a “full version” that allow more features to be unlocked. In this case, such extra features include themes that can be

inputted into the video and being able to input your own photos without taking pictures from the app.

However, in comparison to the other app that I thought was the same as the rest of the group's, this app was able to upload finished videos on YouTube without needing to buy the full version like that other app. That being said, the app itself is fairly easy to use. There weren't really any instructions that I noticed but I was quick to pick up how to use it. I don't entirely know if someone would be able to learn how to use it faster or slower than me, but I'm sure they would be able to figure it out none the less.

In terms of using it in the classroom, I feel this would be a great way to do a simple animation project without using expensive equipment. It's especially convenient in the sense that it's more than likely that every student will have a phone capable of using this app, and worst case we can have an extra phone just for the app or one that can be borrowed or shared.

So that being said, it's most likely best for high school students since they will most likely have a cell phone and can appreciate an animation project. A middle school class may also be able to do this project, but I feel high school may be a better match. Of course some potential issues can be in that some students may not have a cell phone, or one that is capable of using the app, but like I've previously mentioned, there can be a few phones that can be shared or we can have one specifically for use of the app. Being a creative assignment I'm sure it can build certain typical skills such as creativity, critical

thinking, story telling skills. Etc. But as a specialized skill, I don't think it would really qualify as such. However, if it was done as a group I think it could also help develop better team building.

So overall I think this is a good app that can be utilized in the classroom and I personally liked using it. I think I would recommend using this app since it's really easy to download from the app store for free.