

Evaluating Apps

Title: Swift Playground

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		Aliens
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use	X		May need some help
If the App required a response, was it appropriate? (right or wrong)	X		Requires a Response
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		In Space
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 	X		

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○ If so, was it enough			
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?	X		
Additional Comments			N/a

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	X		Teaches how to code
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		
Social/Cultural • Bias? • Commercialism Comments		X	

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