Title: Swift Playground

Evaluators: Molly James and Ashley Chandler

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	yes		
Did the software crash?		no	
Was the content appropriate? Did it meet the user's needs?	yes		Very kid- friendly. yes
Were the screens appealing? • Color, items on screen, sounds	yes		The sounds were fun and appealing. The colors caught my eye because they were so bright and bold.
Is it easy to navigate?	yes		
Is it easy to learn?	yes		
Does the user need Supervision to use		no	
If the App required a response, was it appropriate? (right or wrong)	yes		The app only required a response when the user did not perform the right task in the "quest." All you had to do was try again.
 Were there bells and whistles? If so, do they enhance instead of detract? If not, should there be? 	yes		It enhances and makes the app more fun for the children.
Did you like using the App?	yes		

Evaluating Apps

 What was the cost? Was there a "lite" version If so, was it enough 	free		Free
 Were there in-app purchases? If so, what were the additional costs? 		no	
How does it compare to other apps that do the same?			We haven't seen an app like this before, besides the coding kart game. We think that it might be harder for younger students thought compared to the cart games.
Additional Comments		no	

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? 	yes		
Individual • Does it match individual's abilities? • Does it meet individual's needs?			It depends on the individual There are other apps that might be better to include the needs of all individuals.
Social/Cultural • Bias? • Commercialism Comments		no	