Evaluating Apps

Title: Swift Playgrounds

Evaluators: Whitney Barkes, Kelsey Plunkett, Alyssa Foster

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? ● Did you try things that were wrong and/or unexpected	✗		We played this app enough to know every aspect of it. There are many commands/codes within the app to make the character collect his gem.
Did the software crash?		✗	the software did not crash when we played it.
Was the content appropriate? Did it meet the user's needs?	✗		The content was appropriate for learning how to code. We feel that this app meets the appropriate age for 3rd graders to use this effectively.
Were the screens appealing? ● Color, items on screen, sounds ……	✗		The app was very appealing and it felt like you were actually there. The character was moving constantly and the aspects of the game were life-like as well. The colors were vibrant and the sounds were also appealing.

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Question			Comment
Is it easy to navigate?	x		This coding app was easy to navigate and very user friendly. if you were confused about what to put in as your code there was a hint option at the bottom right hand corner that came in handy quite often.
Is it easy to learn?	x		This app was easy to learn because it had instructions and play by plays to follow when completing the correct code.
Does the user need Supervision to use		x	the user would not need supervision when using this app. It is very user friendly and has plenty of instructions that can be read or heard aloud.
If the App required a response, was it appropriate? (right or wrong)	x		The responses for coding were very appropriate and self explanatory. A third grader should be able to understand which code to click on next, determining their characters location on the path.

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Were there bells and whistles? ● If so, do they enhance instead of detract? ● If not, should there be?		x	There were no glitches in the software that we encountered. The app ran smoothly and efficiently.
Did you like using the App?	x		We enjoyed using this app and found it enhancing in following directions and reading instructions.
What was the cost? ● Was there a "lite" version ○ If so, was it enough		x	There was no cost for this app. It was free to use as long as you had an IPAD.
Were there in-app purchases? ● If so, what were the additional costs?		x	There were no in-app purchases and it had no additional costs found anywhere.
How does it compare to other apps that do the same?	x		When we compared this app to other coding apps we found that Swift Playground was more efficient in coding and teaching it. The app was more patient with errors and allowed you to better understand coding.
Additional Comments	x		This app went above and beyond when teaching coding. We believe that any age group could be successful

			with this app as long as they could read and follow directions. (Probably 1st grade and up).

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		● The subject matter was appropriate for coding and the app contained appropriate instructions for coding. ● The app provided new content in each level. It had more difficult coding commands as the levels expanded and you had to ensure you payed attention to the position of the character. Otherwise he may not have made it to his gem. ● This app followed the appropriate teaching sequences for coding itself.
Individual ● Does it match individual's abilities? ● Does it meet individual's needs?	x		We do believe that the Swift Playground matches individual abilities and meets individual needs at the 3rd grade level.
Social/Cultural ● Bias? ● Commercialism Comments		x	The app does not contain any bias and or commercialism comments.