

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"><li>• Did you try things that were wrong and/or unexpected</li></ul>	✓		Not much too the app
Did the software crash?	✓		Kept kicking me out
Was the content appropriate? Did it meet the user's needs?	✓		
Were the screens appealing? <ul style="list-style-type: none"><li>• Color, items on the screen, sounds, ect.</li></ul>		✓	No noise Black and white screen
Is it easy to navigate?	✓		Each lesson was numbered in order
Is it easy to learn?		✓	Even after the help video, i was still confused
Did the user need supervision to use it?	✓		
If the app required a response, was it appropriate? (right or wrong)	✓		If you got something wrong, a help video would pop up
Were there bells and whistles? <ul style="list-style-type: none"><li>• If so, do they enhance instead of detract?</li><li>• If not, should there be?</li></ul>		✓	Very boring and basic
Do you like using the app?		✓	Couldn't figure how to use
What was the cost? <ul style="list-style-type: none"><li>• Was there a "lite" version?<ul style="list-style-type: none"><li>○ If so, was it enough?</li></ul></li></ul>		✓	

Were there in-app purchases? <ul style="list-style-type: none"> <li>If so, what were the additional costs.</li> </ul>	✓		Basic course is free Other courses cost \$1.99 each
How does it compare to the other apps that do the same?			
Additional Comments			Would not recommend

### Developmentally Appropriate

Child Development and Learning <ul style="list-style-type: none"> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <li>Follows Appropriate Teaching Sequence?</li> </ul>	✓		-To's are in order
Individual <ul style="list-style-type: none"> <li>Does it match individual's abilities?</li> <li>Does it meet individual's needs?</li> </ul>	✓		
Social/Cultural <ul style="list-style-type: none"> <li>Bias?</li> <li>Commercialism Comments</li> </ul>		✓	

Swift Playground is an app that teaches the user how to code. It is available on iPhone and iPads with iOS 10 or later. It was developed by Happy Moose Apps Inc. It is on version 4.8. The age rating says 4+, but as an adult, I still couldn't do the coding right. The app is free to download, and the first coding course is free. The other 25 courses cost \$1.99 each. This app is considered a tutorial because it is teaching the user how to code. I don't really know how I could incorporate this app into the general education curriculum. I think it's best fit is in a technology course and used during a coding lesson for practice.

After downloading the app, you don't have to have an account or payment to begin. The app isn't really fancy since the home screen is just black and white. Each course can be found listed here. You can click on course one- Swift Basics- and it takes to you each mini lesson. After clicking the first lesson, read the instructions and do exactly as it says. If you get it right, a green check will appear as well as an option to go to the next lesson. If you get it wrong, a red exclamation mark will appear as well as additional steps to help you get the answer right. An option to watch a help video will also appear if the answer submitted is wrong.

When I was running the app on my iPad, it was working fine. When I was running it on my iPhone, it would crash and lose all of my progress. If someone was seriously trying to master all the steps, this would be a problem starting all over

every time. It was getting very frustrating. Although the app was boring in color, it was very organized. I liked how there was a search bar on the home page you could use to find a specific mini lesson. If someone was learning the basics of code, it is very beneficial since it gives you step-by-step instructions if you are stuck and needing help.