

Evaluating Apps

Title: Swift Playground

Evaluators: Marlie Flippin

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 		•	
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	•		
Is it easy to navigate?	•		
Is it easy to learn?	•		
Does the user need Supervision to use		•	
If the App required a response, was it appropriate? (right or wrong)			
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	•		
Did you like using the App?	•		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		•	
Were there in-app purchases?		•	

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<ul style="list-style-type: none"> If so, what were the additional costs? 			
<p>How does it compare to other apps that do the same?</p>			<p>I have never used an app similar to this one but I think this one works really well.</p>
<p>Additional Comments</p>			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	•		
Individual <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	•		
Social/Cultural <ul style="list-style-type: none"> Bias? Commercialism Comments 		•	Not biased

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			No commercialism comments
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