Title
Swift Playground
Evaluators
Alexis Primm and Kaylee Nelson

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected		X	We need to have previous knowledge of some coding first, then it may be easier for the more complex coding games.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? • Color, items on screen, sounds ……	X		The screens were appealing to children.
Is it easy to navigate?		X	
Is it easy to learn?		X	
Does the user need Supervision to use	X		
If the App required a response, was it appropriate? (right or wrong)	X		It did give us a response when we did something wrong, but didn't give us a detailed explanation of why.

Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	X		There are several different fun games to choose from.
Did you like using the App?		X	It was too hard to figure it out, it should have more instruction on how to get started.
What was the cost? • Was there a "lite" version o If so, was it enough	X		The app did not give any details if there were prices.
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?			It does keep a log of codes we have done and we are able to create our own playground to keep track of our codes.
Additional Comments			

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		
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		
Social/Cultural • Bias? • Commercialism Comments		X	