Evaluating Apps

<u>Title:</u> Swift Playgrounds

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	X		
Did the software crash?	×		The app crashed and glitched a couple times.
Was the content appropriate? Did it meet the user's needs?		x	
Were the screens appealing? • Color, items on screen, sounds	×		
Is it easy to navigate?		×	The app was really hard to figure out and navigate.
Is it easy to learn?		X	
Does the user need Supervision to use	x		The app is really hard to use, I feel that young children could find it really difficult.
If the App required a response, was it appropriate? (right or wrong)	×		
 Were there bells and whistles? If so, do they enhance instead of detract? If not, should there be? 		X	

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Did you like using the App?		x	We did not like using this app
What was the cost? • Was there a "lite" version ○ If so, was it enough	x		There was a free version.
Were there in-app purchases? • If so, what were the additional costs?		x	There were not any in-app purchases
How does it compare to other apps that do the same?			The app is not very beneficial in our opinion. There must be better apps available.
Additional Comments			We feel like older kids could use the app better than younger.

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning			
 Subject Matter appropriate? 			
Educational Focus?			
 Provides for Learning New 	X		
Content?			
 Follows Appropriate Teaching 			
Sequence?			
Individual			
 Does it match individual's abilities? 		X	
 Does it meet individual's needs? 			
Social/Cultural			
• Bias?		X	There is no bias.
 Commercialism Comments 			