

Evaluating Apps

Title Swift Playground

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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?		x	
Was the content appropriate? Did it meet the user's needs?	x		
Were the screens appealing? • Color, items on the screen, sounds	x		
Is it easy to navigate?	x		kind of once you really read the info
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		gives feedback
Were there bells and whistles? • If so, do they enhance instead of detracting? • If not, should there be?		x	
Did you like using the App?		x	
What was the cost?		x	free

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<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? <ul style="list-style-type: none"> • If so, what were the additional costs? 		x	100% free no in app ads
How does it compare to other apps that do the same?	x		sure
Additional Comments			n/a

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? 	x		
Individual <ul style="list-style-type: none"> • Does it match an individual's abilities? • Does it meet individual's needs? 	x		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		x	

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Title: Swift Playground

Version:3.3

Publisher: Apple Inc.

Target audience: 4+

Curriculum: STEAM, is a coding-based application that allows students to go from ground zero to javascript.

Cost: free, no in-app purchases

Types of software: Simulation and drill and practice.

When you open the app first it goes through a short tutorial of how things work and how to play. You are given code to use to lead the character to the gem or switch pad and also to collect it. It did show the answer in the upper right corner that said "show solution". As you get farther into the levels and learning the code the levels get more difficult and more strenuous. The design is not something children would be interested in, and there is no narrator to tell you the directions. There were not really any bells and whistles. If you got it right there were stars that popped up and someone that said "Good Job".

This app allows you to learn how to code using a video game layout as well as completing simple tasks, such as walking across the path and picking up gems. The character is a colorful blob that looks really happy and it lacks features. This would be difficult for kids to learn, at least compared to other coding apps that are made for children. It is not really user friendly, it is kind of hard to get the hang of and understand how to work everything.