

## Evaluating Apps

**Title: Swift Playground**

**Evaluators: Rachel Worthington, Terrilynn Miller, Claire Reid**

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>		X	
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> <li>Color, items on screen, sounds .....</li> </ul>	X		
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		
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>	X		Music in the background
Did you like using the App?		X	Frustrating
What was the cost?		X	

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<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>		X	
How does it compare to other apps that do the same?			Frustrating, because the game makes you start over. Could be time consuming
Additional Comments			

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
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>	X		
Individual <ul style="list-style-type: none"> <li>Does it match individual's abilities?</li> <li>Does it meet individual's needs?</li> </ul>	X		
Social/Cultural	X		

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<ul style="list-style-type: none"><li>• Bias?</li><li>• Commercialism Comments</li></ul>			
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