

Title Swift Playground
Evaluators Robin, Emilee

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 	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"> Color, items on screen, sounds 	x		
Is it easy to navigate?	x		
Is it easy to learn?	x	x	It is more advanced. Students may need some help starting out.
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"> If so, do they enhance instead of detract? If not, should there be? 	x		There was a beginning tutorial to walk them through the steps.
Did you like using the App?	x		
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 		x	
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		x	
How does it compare to other apps that do the same?			It was more challenging than Daisy the Dinosaur.

			It gets very complicated.
Additional Comments			

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		The levels get more challenging as you progress. It adds new commands as you go.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	x		Students can choose an appropriate level.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		x	