Title: Swift Playground

Evaluators: Elizabeth Hay and Stephan Petty

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		Yes, because the teacher can pick the apps the students can access.
Were the screens appealing?Color, items on screen, sounds	x		Simple, but graphics made it pleasing to the eye
Is it easy to navigate?	x		
Is it easy to learn?	x		
Does the user need Supervision to use		x	No, because the teacher can select the apps that they want the students to access.
If the App required a response, was it appropriate? (right or wrong)	N/A	N/A	

Evaluating Apps

Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	x		There were apps within the apps that really enhanced the app itself
Did you like using the App?	х		
What was the cost? • Was there a "lite" version o If so, was it enough		x	There was no lite version and it was free
Were there in-app purchases? • If so, what were the additional costs?		×	No, but you can get a subscription. There are no additional prices listed within the app.
How does it compare to other apps that do the same?	×		It is good, because you can make it what you want
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? 	×		You can put whatever you need to in the playground to help all types of student learning
Individual • Does it match individual's abilities? • Does it meet individual's needs?	×		You can put different things in the playground to help all types of students.
Social/Cultural • Bias? • Commercialism Comments		×	