

Evaluating Apps

Title Swift Playgrounds

Evaluators Heather and Eryn

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	It glitched too much to finish.
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	
Does the user need Supervision to use	x		If the child was advanced probably not but it was complex.
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		Made the app not work as smoothly.
Did you like using the App?		x	
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version 	x		It was free.

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○ If so, was it enough			
Were there in-app purchases? • If so, what were the additional costs?		x	
How does it compare to other apps that do the same?			I feel there are probably better out there.
Additional Comments			Age said 4 y/o but would have to be way older. Maybe 8-10ish.

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