Evaluation

Title: Swift Playground

Version: 3.3

Publisher/Producer: Apple

Target Audience: 4 and up

Type of software: Tool

Justification: I think this is a tool app because it was a little more complicated to use. This could be used by teachers as a tool for a lesson rather than for students to use unless they were in older grades.

How does it fit into curriculum: I do not think that this app is appropriate for being involved in curriculum. This is more for teachers to use in my opinion to enhance a lesson since it is more complicated to use.

Possible environment and why: This is more of a teacher tool. It would be to make an assignment have something additional.

Cost: There was no cost.

Software description: When first opening the app it has where you can start a new playground or open your old ones. It does not require you to login which I do not think world well because anyone can be in your

workplace. The app deals with codes so this app is more teacher friendly than student friendly in my opinion. This app is one that takes a lot of time to figure out and to create a playground for. It was ,however, pretty simple as far as how to find things since there was not a lot of information on the app.

Software impression: Overall the app was not as useful as I would like for it to be. The set up was very neutral and quite honestly bare for my liking on an app. I believe that even though it is said to be age ranged for 4 and up, I do not agree with that. If a teacher used the app to enhance their lesson for students that are younger than it would be for that age range but as far as a student using it I do not think that it is student friendly. It was very complicated to use and figuring out how to create the playground was confusing. I think that in order to use the app you have to understand codes and if you do not then the app is hard to use. My impression of this app was not the best in my personal opinion.