<u>Title</u> Swift Playground

<u>Evaluators</u> Joy Springhart and Kristen Stokes

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		
Were the screens appealing? • Color, items on screen, sounds ……	X		Cute Alien-like characters and sort of 3D world
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use	X		You have to work through the lessons and challenges need some help
If the App required a response, was it appropriate? (right or wrong)	X		Requires a response on lessons and challenges
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	X		The alien character and very cool 3D world is fun to play with
Did you like using the App?	X		

Evaluating Apps

What was the cost? • Was there a "lite" version o If so, was it enough	X		Free to download
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?	X		
Additional Comments			We liked that it is very interactive

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?	X		Teaches students how to code and if they master that than it is very appropriate and educational
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		Good for parents to use as well
Social/Cultural • Bias? • Commercialism Comments		X	