Title Swift Playground

Evaluators Jordan Wright and Sarah Young

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		
Is it easy to navigate?	X		Once the user gets started it is easy. But, the tutorial at the beginning of the app is a must if the user wants to understand how to use the app
Is it easy to learn?	X		
Does the user need Supervision to use	X	X	Yes, and no. Getting started the user would need supervision to make sure they are doing things correctly

If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	X		The extras on this specific app make it more in depth and definitely add to the learning content of the app.
Did you like using the App?	X		
What was the cost? • Was there a "lite" version o If so, was it enough			0$ no lite version
Were there in-app purchases? • If so, what were the additional costs?			no
How does it compare to other apps that do the same?			
Additional Comments			It was fun overall and I feel like it would be a beneficial app to use in a technology class or even a math class.

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		
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		
Social/Cultural • Bias? • Commercialism Comments		X	