Evaluating Apps

<u>Title</u> Swift Playground <u>Evaluators</u>

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Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected		×	We need to have previous knowledge of some coding first, then it may be easier for the more complex coding games.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	×		
Were the screens appealing? • Color, items on screen, sounds	×		The screens were appealing to children.
Is it easy to navigate?		X	
Is it easy to learn?		×	
Does the user need Supervision to use	X		
If the App required a response, was it appropriate? (right or wrong)	X		It did give us a response when we did something wrong, but didn't give us a detailed explanation of why.

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Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	x		There are several different fun games to choose from.
Did you like using the App?		×	It was too hard to figure it out, it should have more instruction on how to get started.
What was the cost? • Was there a "lite" version ○ If so, was it enough	×		The app did not give any details if there were prices.
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?			It does keep a log of codes we have done and we are able to create our own playground to keep track of our codes.
Additional Comments			

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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? 	×		
IndividualDoes it match individual's abilities?Does it meet individual's needs?	x		
Social/Cultural Bias? Commercialism Comments		×	