

Evaluating Apps – Mini Checklist

Title: Swift Playgrounds

Evaluators: Kylie Brickey and LeRay Kious

Questions	Yes	No	Comments/ Notes
<p>Have you played enough to know every aspect?</p> <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 		X	<p>We played with this app for an extended amount of this. To know every aspect of this app would take a long time, it's designed to train you in coding until you can design your own app. We did try things that were wrong, in the beginning coding lessons you make a small character move around by writing code. We got the code wrong several times and had to reevaluate several times.</p>
<p>Did the software crash?</p>		X	<p>Not in the time we were on it.</p>

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<p>Was the content appropriate? Did it meet the user's needs?</p>	X	<p>We didn't see anything that would be out of place in a classroom setting and you can advance at your own rate. It seemed to meet our expectations.</p>
<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on screen, sounds 	X	<p>The colors were inviting and the screens were always eye catching. The sounds went with the little game/lesson perfectly.</p>
<p>Is it easy to navigate?</p>	X	<p>We found our way around pretty easily! The instructions were pretty thorough.</p>
<p>Is it easy to learn?</p>	X	<p>We didn't have any problems, but we're only in the first lesson.</p>

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Does the user need Supervision to use	X	There may be access to different sites and the user may occasionally get stuck. The adult doesn't need to constantly supervise, but should check on the student periodically.
If the App required a response, was it appropriate? (right or wrong)	X	When you type in the code, it'll show you right away that you're wrong. It doesn't show you the right answer, part of coding is finding the mistakes yourself and fixing them yourself.

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<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		<p>There were graphics and sounds throughout the whole app. We think the background sounds and the sounds the little character make are cute, but others may find them annoying. The animated character was a vital tool in teaching coding in a fun manner.</p>
<p>Did you like using the App?</p>	X		<p>We really enjoyed exploring this app.</p>
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a “lite” version <ul style="list-style-type: none"> ○ If so, was it enough 		X	<p>It was free and there isn't another version.</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	<p>You can connect to outside third-party sites that may want payment. But Apple doesn't have any in-app purchases in the Playgrounds app.</p>
<p>How does it compare to other apps that do the same?</p>	X		<p>It was definitely better than Mimo.</p>
<p>Additional Comments</p>		X	

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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		It focused on teaching kids to code. You learn new steps to coding as you go through challenges and games. We think it would work in a math/science class. It seems to teach coding in a logical sequence.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 		X	This app may be hard for some people to understand. It gives you general instructions, but you need to be able to read pretty fluently in order to understand. It may not work for everyone.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	We didn't see any bias and there weren't any commercials.