Evaluating Apps

<u>Title</u> Swift Playground

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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		x	We tried a few session, but to understand every aspect more session would need to be completed.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		It made coding appropriate for young students to complete.
Were the screens appealing? • Color, items on screen, sounds	X		The colors were original and the animations were appropriate and fun.
Is it easy to navigate?	×		Directions are thorough and shown how to be done.
Is it easy to learn?	×		Instructions build off of one another
Does the user need Supervision to use		X	Application has limited access and

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			does not allow wandering.
If the App required a response, was it appropriate? (right or wrong)	×		The app gives accurate feedback.
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	x		Animation sounds and figures are original
Did you like using the App?	×		Great way to learn coding and be entertained.
What was the cost? • Was there a "lite" version ○ If so, was it enough		x	
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?			The application was free and well developed, it is a great way to teach coding.
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? 	x		Coding
IndividualDoes it match individual's abilities?Does it meet individual's needs?	×		Students would do well working on this app individually.
Social/Cultural Bias? Commercialism Comments		×	