

Evaluating Apps

Title Swift Playground

Evaluators Andrea and Marlie

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none">• Did you try things that were wrong and/or unexpected		•	
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		
Were the screens appealing? <ul style="list-style-type: none">• Color, items on screen, sounds	•		
Is it easy to navigate?	•		
Is it easy to learn?	•		
Does the user need Supervision to use		•	
If the App required a response, was it appropriate? (right or wrong)			
Were there bells and whistles? <ul style="list-style-type: none">• If so, do they enhance instead of detract?• If not, should there be?	•		
Did you like using the App?	•		
What was the cost? <ul style="list-style-type: none">• Was there a "lite" version<ul style="list-style-type: none">○ If so, was it enough		•	

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<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 		•	
<p>How does it compare to other apps that do the same?</p>			<p>I have never used an app similar to this one but I think this one works really well.</p>
<p>Additional Comments</p>			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	•		
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	•		
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 		•	

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			Not biased No commercialism comments
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