Title: Swift Playgrounds

Version: 2.1 (one of a series)

Publisher: Apple, Inc.

Target Audience: The target audience of this app is for ages four and up, but in terms of the user getting the most out of the app it should be for ages eight and up. The type of software is tutorial because it is teaching the students to learn how to code which is something that most of them have never done before.

Curriculum: This app fits into the curriculum of a STEM based school because it focuses mainly on technology and engineering since it is an app that teaches students how to code.

Environment: The possible environment for this app would be in the regular classroom and teachers could use this app as a type of reward for students. After students have completed all of their work they could use then use this app since it is set up kind of like a game.

Cost: This app is completely free because Apple wants to make the world of coding highly accessible to as many people that they can. There are not costs for different licenses available because all versions of this app are free. There is the playgrounds version and then a more advanced version where you can make your own app. There are also no in-app purchases since it is a completely free app made by Apple.

Description of Software: This software is set up like a game that entices children with sound effects and a storyline that involves a little character that collects gems. There are step by step instructions and the user just has to select each step to make the character move. The goal of each stage is to make the character collect a gem and it moves around through the codes of moving forward and turning left. The app moves through stages set up by difficulty, so there are three different playgrounds for users to work their way through.

Impression of Software: My impression of the software is an excellent one because it is easy to use, and I could definitely see my future students having fun with it. There are many good aspects of the program such that the app is easy to navigate and does not include excessive tools that are not needed by the user. The app also includes sound effects that are used effectively as well as feedback that is both effective and immediate. The one bad aspect is that it does take a little bit of time for the playgrounds to download within the app, but after they are downloaded the program runs smoothly. I see the software being used in my class as a type of extra-curricular activity that the students can do in their free time. I might also do a small unit on it during a math or science lesson as well to get the students introduced to it.

Pass: This software passes the evaluation due to the well-made aspects of the app as well as the fact that it is user-friendly.