

Evaluating Apps

Title

Swift Playground

Evaluators

Ryan Adams

Trent Swaim

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 		*	Lots of possibilities. Lots of tutorials
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?	*		Tutorials are easy. Blank projects require knowledge.
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? 	*		The app makes coding in Swift easier by providing an autofill style keyboard for commands.

Evaluating Apps

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 			N/A
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		*	
How does it compare to other apps that do the same?			Playgrounds seems easy to learn with detailed instructions and relatable examples.
Additional Comments			Activities take a great deal of time to do.

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? 	*		

Evaluating Apps

<ul style="list-style-type: none"> • 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 		*	