Evaluating Apps

Title: Swift Playground

Evaluators: Grace Quinn and Sarah Green

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	×		It takes time for the content to download completely.
Did the software crash?		×	
Was the content appropriate? Did it meet the user's needs?	×		
Were the screens appealing? • Color, items on screen, sounds		x	I would say the colors are basic and are not anything special.
Is it easy to navigate?		×	It does take a little while to figure out the exact coding to pass the levels.
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? • If so, do they enhance instead of detract? • If not, should there be?		×	It would have been nice for more of a sound when you get the coding is correct and are able to move to the next level.

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Did you like using the App?	×		
What was the cost? • Was there a "lite" version ○ If so, was it enough	x		This app was free to download and play.
Were there in-app purchases? • If so, what were the additional costs?		×	
How does it compare to other apps that do the same?	x		This app was completely free to use and download and it is very user-friendly.
Additional Comments			In order to use this app, you must have ibooks available.

<u>Developmentally Appropriate</u>

Questions	Yes	No	Comments/ Notes
 Child Development and Learning Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	×		The educational focus is teaching children how to code. This app follows a timeline for the curriculum in a specific order.
IndividualDoes it match individual's abilities?Does it meet individual's needs?	×		This app allows students to progress on their own time.
Social/Cultural Bias? Commercialism Comments		x	This app uses non-gender related aliens and only uses sounds when accomplishing a task.