

## Evaluation Write-Up

**Group Member Names:** Sydney Sweat, Corey Anderson, Katie Anderson

**App Title:** Swift Playgrounds

**Publisher or Producer:** Apple Inc.

**Version of App:** 3.2

**Target Audience:** 4+, but we recommend it for 8+

**Type(s) of Software:** Tutorial – This app teaches users how to code.

**How does it fit into the curriculum?** This app can be used for coding.

**Cost or in-app purchases:** Free

**Description of the Software:** First, the user watches the tutorials to learn how to code, then move on to challenges, and eventually be able to code on their own. In the learn to code section there is a game that the user can play to learn how to code. As the user completes challenges, they get more difficult

**Impression of the Software:** Coding can be difficult to understand, but this app makes it easy for students to use. We do think it would be better suited for older students rather than young students because of the level of difficulty. Even though the levels do start out easy, coding can be sometimes hard to understand as the levels get more difficult. Overall, it was an easy, fun app to use.

**Does the software pass APPS:** Yes