This was an excellent presentation on the advantages of introducing Swift, a program I was not aware of, into a classroom for student use across a number of different year levels. The programming software seems very user friendly and it was especially good to see the scaled support for students and teachers from Year K – 12 and in tertiary education.

Further, you continually relate the presentation back to its application to education and learning. You show how students at a number of year levels and capabilities can actively engage with this program to develop their skills and knowledge across the curriculum. Also, the introduction of gamification within schools and education is becoming more and more prevalent, which this program is also using to aid in the engagement of students to the content. (Majuri, et al., 2018)

I do not remember hearing you mention that Swift is free, which allows its use for all students across the socio-economic status spectrum, provided they have access to a suitable computer and internet connect, which is generally available in urban schools.

A draw back of this program, that was not mentioned, is its compatibility with Windows and Android. After a superficial investigation, it seems that Swift may have limited compatibility with some other Operating Systems. This would need to be a significant consideration for any school that is not dominated by Apple devices, before developing a curriculum that relies on Swift.

Majuri, J., Koivisto, J., & Hamari, J. (2018). Gamification of education and learning: A review of empirical literature. In *Proceedings of the 2nd international GamiFIN conference, GamiFIN 2018*. CEUR-WS.

The Register. (2020, March 30) Official tailored Swift for Windows support promised in 5.3. <https://www.theregister.com/2020/03/30/official_swift_programming_for_windows/>