

Boardmaker 7 Chromebook FAQ

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What are the minimum system requirements for a Chromebook to run Boardmaker 7?

Chrome OS 69 or later

2 GB Storage

8 GB RAM

Requires x86 processor (ARM processor not supported)

How do I install Boardmaker 7 on a Chromebook?

There are two ways to install the Boardmaker 7 Editor or Boardmaker 7 Student Center on a Chromebook.

- 1) If you have access to the Chromebook, you can open the Google Play Store app on the Chromebook. Search for “Boardmaker 7”. Select the app you’d like to install and choose “Install”.
- 2) If you need to push the applications to Chromebooks within your organization, there are a couple of requirements...
 - Your organization needs to be using G Suite for Education or Enterprise to manage your Chromebooks.
 - In the Google management console, you need to allow access to the Google Play store.
 - The Chromebook needs to meet the minimum requirements.

The admin has multiple options when pushing out an app.

- They can simply push it out and it will appear in the play store under my school apps. The user will need to click on it to install.
- Force install. When the user clicks on the 'o' in the lower right corner the app will appear.
- Force install and pin. The app will pin to the taskbar for easy access.

I don't have access to the Google Play store, what are my options for installing Boardmaker 7?

Access to the Google Play Store is a requirement of installing and running Boardmaker 7 Editor and Boardmaker 7 Student Center on a Chromebook.

Why is it an Android app and not Chrome App or Chrome Extension?

Chrome Extensions are general small software programs that extend the functionality of the Chrome browser. It wasn't appropriate to build Boardmaker as a Chrome Extension, and Google has announced Chrome apps will not be supported by 2022 or sooner.

Does the Google admin console give you the ability to whitelist certain apps and disallow everything else?

Yes, the google admin can whitelist or block apps from the Google Play store.

Can a district open access to the play store temporarily, push out the apps, then turn off access to the Play Store?

No. The google play store has to stay turned on in order for the android app to work. The google admin could turn it on for staff or the admin can create a new Organizational Unit just for Boardmaker users and move the people that require access into that Organizational Unit.

Why does Boardmaker 7 only run on Chromebooks with x86 (Intel) processors and not ARM processors?

Boardmaker brings together technology from a host of other companies... Text to Speech engines, word prediction engines, platform frameworks, graphics display systems, video compression software... not all software vendors choose to make their software work for all processors. Because of this, we were only able to ensure compatibility with the most popular processor line. We would very much like to make our software available for ARM as well and we continue to encourage our partners to develop the components we need.

Why do I need the Google Play store enabled in order to download and run Boardmaker Editor and the Boardmaker Student Center on my Chromebooks?

The Boardmaker Editor and Student Center apps are Android apps. A few years ago, Google opened the Chrome OS to Android app support. While Chrome OS could already run Chrome browser extensions, web apps, and Chrome apps, the addition of the millions of Android apps has dramatically increased what you can do with a Chromebook.

Here's an article from Google support on how to enable Android apps to be installed on your Chromebook. <https://support.google.com/googleplay/answer/7021273?hl=en>

Can my Chromebook run Android apps like Boardmaker?

Most modern Chromebooks come with the Google Play Store out of the box, which allows you to install Android apps. If your Chromebook was introduced in or after 2017, then it's guaranteed to run most Android apps. If you're not sure if your Chromebook qualifies, [Google provides an extensive list](#) that you can check. Google rolls out Android compatibility on a device-by-device basis, so it's a good idea to find your specific model if possible.

Why didn't you create a web-based version for the Chromebook?

We needed to have the software use the same code across 4 platforms... Windows , Mac OS, iOS, and ChromeOS. This allows everyone to have the same experience and allows us to get new features out to everyone more quickly. The code we had would not work with an HTML app. Going that route would have added 2 years to the project. We chose a programming framework that allows for apps to be built with one code base for all those platforms, runs efficiently, and is going to be around (not go obsolete). The framework we picked currently only gives us the option to put out an Android app.