

Downloading Product Apps on the ClassView Platform

Overview

This document provides information regarding the options for downloading apps, some associated limitations and process steps. Products covered under the scope of this document include iLit 90, iLit 45, iLit ELL, iLit 20 and myPerspectives ELD Companion.

Downloading Apps

There are two options for downloading apps: the official device app stores or ClassView's Enterprise App Store. The device app stores are the recommended source for downloading the apps. In most cases, your IT department will be involved with downloading from the device app store because the apps may be pushed to all devices using a Mobile Device Management (MDM) tool and/or an ID may be required. The device app stores include the following:

- Apple App Store – for devices like iPads that use the iOS operating system
- Chrome Web Store – for Chromebooks that use Chrome operating system

The Enterprise App Store is primarily intended for development activities or for use within an organization or enterprise. The Enterprise App Store is managed by Savvas and is found by going to ClassViewAppStore.com/#docs

Device App Stores

The recommended option for downloading the apps is to go directly to the official app store for each device.

1. iOS (iPad or similar)
 - a. On the device, open the App Store app and then search for "iLit" or "myELD" (not case sensitive)
 - b. Enter the Apple ID
 - c. Press "GET" and then "INSTALL"
2. Chromium (Chromebook)
 - a. On the device, open the Web Store app, select Apps and then search for "iLit" or "myELD" (not case sensitive)
 - b. Press "+ ADD TO CHROME"

ClassView Enterprise App Store

We have provided access to the apps in the Enterprise app store to accommodate customers that do not have an enterprise-wide deployment solution. Enterprise apps have full functionality, but may have

special downloading processes or administrative requirements that are different from the device app stores.

Downloading Enterprise apps to a device is referred to as “sideloading”. Sideloading is a term similar to “upload” and “download”, but refers to the process of transferring data between two local devices, in particular between a computer and a mobile device. Sideloading typically means installing an application package that is downloaded from websites other than the official device app stores. For more information on sideloading instructions, reference the document entitled “Sideloading Support By Device” at ClassViewAppStore.com/#docs

The following is a summary of the key notes for the Enterprise apps for each of the supported devices:

1. iOS Apps
 - a. There is an annual certificate that expires which then requires apps to be deleted and downloaded again.
 - b. It's important to note that no data is lost during the deleting or reinstalling of the apps.
 - c. Sideloading of the apps is required. Refer to the “Sideloading Support By Device” document ClassViewAppStore.com/#docs
2. Chrome Apps
 - a. There are no specific limitations for the Enterprise app version of the Chrome apps.
 - b. Sideloading of the apps is required. Refer to the “Sideloading Support By Device” document ClassViewAppStore.com/#docs