EV3 Chromebook App FAQs

Q: What is the EV3 Programming app for Chromebooks?
A: A free app that can control the EV3 programmable Brick.

Q: Is the EV3 Programming app for Chromebooks identical to the EV3 Programming app for iOS?
A: They are identical in terms of programming functionality and looks/UI. The only difference is that content (6 Robot Educator tutorials, quick start video and PDF Lesson Plan) is not embedded in the Chromebook version but is available as online content that can be viewed inside a browser.

Q: Does the EV3 Programming app require download to the individual Chromebook device?
A: Yes. It is a "packaged" app, which needs to be installed locally (unlike a "hosted" app).
The size of the download package will be approximately 63 MB.

Q: How is the EV3 Programming app distributed to individual Chromebooks within a school?
A: This is done by the local school IT admin via the standard Chromebook deployment system.

Q: Can the EV3 Programming app be used on all Chromebooks?
A: Initially yes, as long as they run Chrome OS 49 or higher. For questions regarding specific devices, please call Customer Service. A list of minimum specifications will be available soon.

Q: Can the EV3 Programming app for Chromebooks run on devices other than Chromebooks?
A: No.

Q: How is the EV3 Programming app for Chromebooks distributed to users?
A: Distribution happens through the Chrome Web Store, the store for all Chromebook apps (similar to Apple App Store and Google Play).

Q: Are there any minimum requirements to Chromebook screen size and resolution?
A: No.

Q: Can the EV3 Programming app for Chromebooks be used both online and offline?
A: Yes, you always have full access to the programming environment. To access the content inside the browser (6 Robot Educator tutorials, quick start video and PDF Lesson Plan), you need to be online.

Q: Are EV3 programs being stored locally on the Chromebook or online?
A: Both. If online, the program is stored online under the student's Google Account. If offline, the program is stored locally on the device but is uploaded to the Google Account next time you are online. The Chromebook synchronizes with your Google Account every time you are online.

Q: How do students access their EV3 programs if they later use a different Chromebook device?
A: When they first log in to their Google Account on a new Chromebook, all online EV3 programs are automatically synchronised with Chromebook.

Q: What curriculum support is available for the EV3 Programming app for Chromebooks?
A: In addition to the PDF Lesson Plan (identical to with the content on the iPad app) available online, three sample activities from the EV3 Design Engineering Projects curriculum will be available in Google Forms format free of charge. Many of the activities in the EV3 Computing Scheme of Work will be possible to do with the EV3 Programming app.

Q: Any additional hints?
A: Bluetooth is per default deactivated on most Chromebooks and needs to be turned on to communicate with the EV3 Brick.

Q: Is the EV3 Programming app for Chromebooks identical to the EV3 Software desktop version?
A: The app has the same level of functionality as the EV3 Programming app for iOS, but less functionality when compared to the desktop version.

Q: Will the full EV3 Software desktop version also become Chromebook compatible?
A: LEGO Education is generally working on ways to make our different digital experiences device agnostic, which includes the EV3 Software desktop version.

Q: Is it possible to update the EV3 Brick firmware using the EV3 Programming app for Chromebooks?
A: No, this is possible to do directly from a Chromebook. A computer with the full EV3 Software desktop version installed is required to do this.