UFApps for Faculty: Getting Started

Here we provide a few templates to help integrate UFApps into your course documentation. If you need assistance tailoring this information for your course, fill out the Course Usage form found at https://info.apps.ufl.edu/course-usage/ .

How to Access UFApps
1. Go to https://apps.ufl.edu/
2. Login using your GatorLink credentials
3. Install the Citrix Receiver or opt to use the Light Version
4. Launch your desired application by clicking on the icon/name

If you encounter issues, contact the UF HelpDesk, helpdesk@ufl.edu or (352) 392-4357, or visit https://info.apps.ufl.edu/frequently-asked-questions/ for troubleshooting tips.

Best Practices
✓ For best performance, data files and assignments should be copied to either the M Drive or R Drive before completing your work.
✓ The speed and reliability of your network connection will affect an optimal experience while using UFApps. If you are struggling with latency, try a better network connection.

Troubleshooting and Help Requests
Assistance is available for anyone having trouble while connecting to UFApps, launching applications or managing files. You can review the FAQs or contact the UF HelpDesk at helpdesk@ufl.edu or (352) 392-4357, for immediate assistance.

Using the R Drive File Storage
1. Once you're logged into UFApps, launch the R Drive File Storage application
2. Navigate to the Courses folder and find this course-section
   - In the Data folder will be files related to course assignments
   - In the Student folder you can create your own folder for working on course assignments

Using UFApps with CANVAS
Accessing CANVAS files within UFApps will greatly reduce the steps necessary to get the files you need, complete your work, and then upload them back to CANVAS.

1. Once you're logged into UFApps, launch the E-Learning application
2. Login to E-Learning using your GatorLink credentials
   - Now any files you need will be downloaded to your workspace in UFApps
   - If you leave the Internet Explorer window open (to CANVAS), simply upload your finished work. Otherwise, relaunch the E-Learning app to re-access CANVAS from within UFApps