UFApps for Faculty & Instructors

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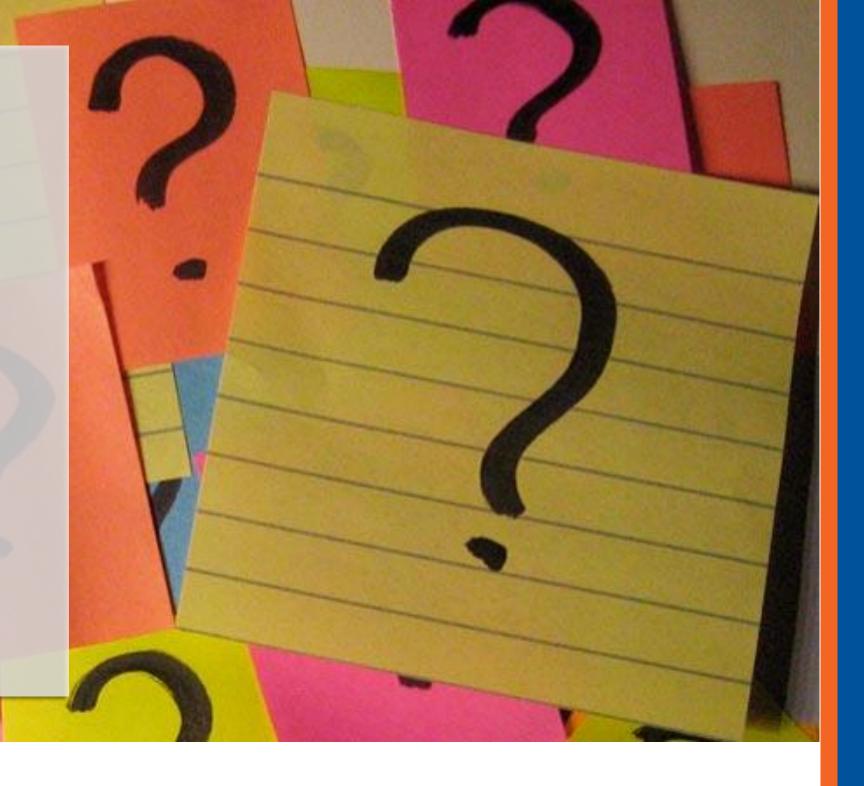






Agenda

- Goals and Objectives
- UF Apps Overview
- Access
- File Architecture
- Storage Options
- Canvas Integrations
- Preparing students
- Culminating activity





Goals

- Familiarize instructors with UFApps and its basic architecture
- Enable instructors to access UFApps via different methods
- Enable instructors to effectively implement UFApps in their classes

Objectives

At the end of the workshop participants will be able to:

- Explain what UFApps is
- Access light and full receivers
- Select a receiver that matches project need
- Access files in UFApps
- Write clear instructions for students on how to use UFApps



Module 1: UFApps Overview

What is UFApps?



Windows Based Applications



















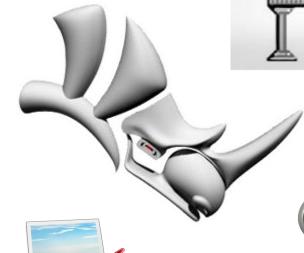










































OneIT for the #GatorGood

Overcoming limitations: Traditional software access General use computer labs College specific computer labs Cost Students install software on their own computers Macs and other devices Other languages

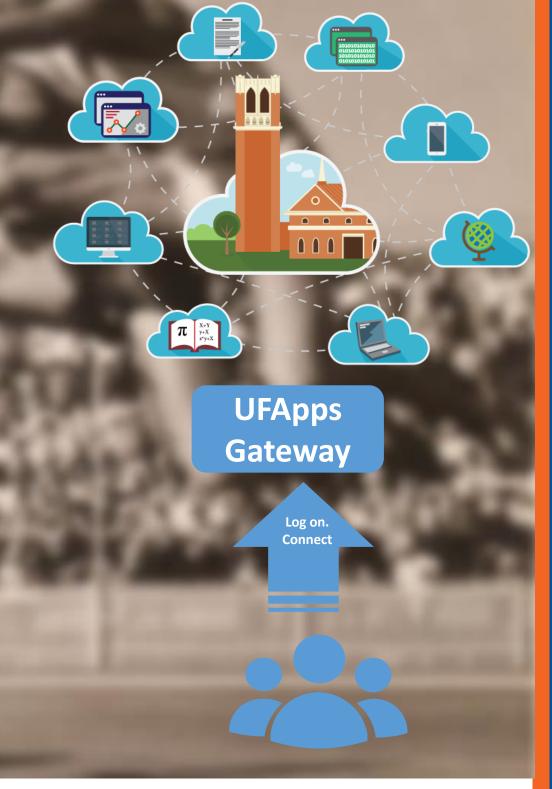


UF Information Technology

OneIT for the #GatorGood

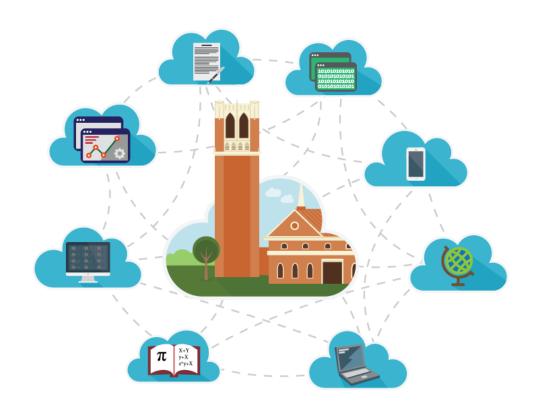
Overcoming limitations: UFApps Architecture

- Free
- Available anywhere
- Storage and Processing on cloud servers



What to know before you start

- UFApps requires constant internet connection
- Quality of connection affects experience





Latency & Bandwidth

Latency: How fast

primary concern for a smooth user experience



Bandwidth: How much

– primary concern for moving files into UFApps





Lecture halls & remote locations

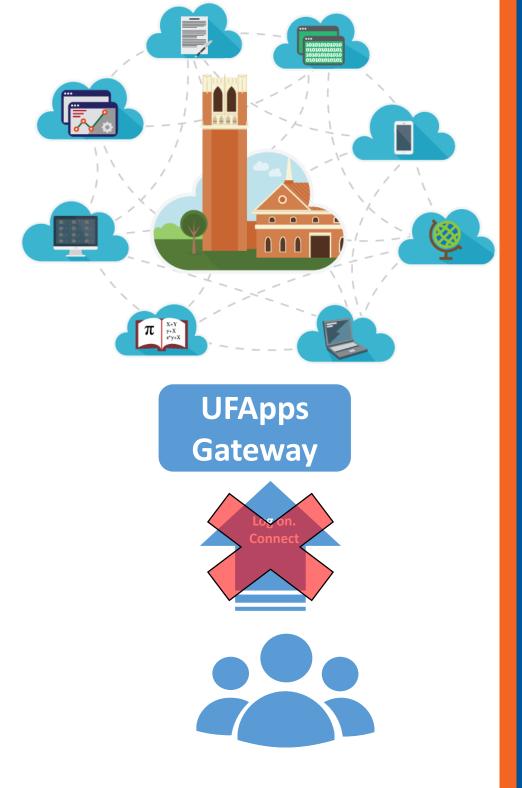
- Check Wi-Fi coverage for your lecture hall
 - https://classrooms.at.ufl.edu/cl assroom-info/pictures-and-info/
 - B rating minimum
- Communicate expectations
 - UF Online and remote students





#1 question What if my connection is interrupted?

 Not to worry. Session is still running and you can reconnect.





Module 1 Review

- List some of the applications available on UFApps.
- True of false: the apps on UF Apps run on your device.

Module 2: Accessing UFApps

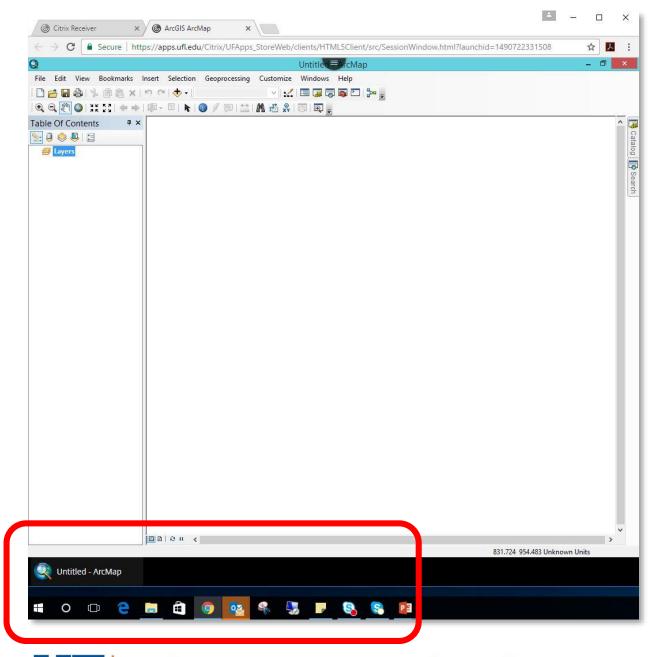
Light Receiver

- Access through web browser
- Switch between UFApps applications with the toolbar at the bottom of the browser window
- Best use: For lite editing and quick responsiveness

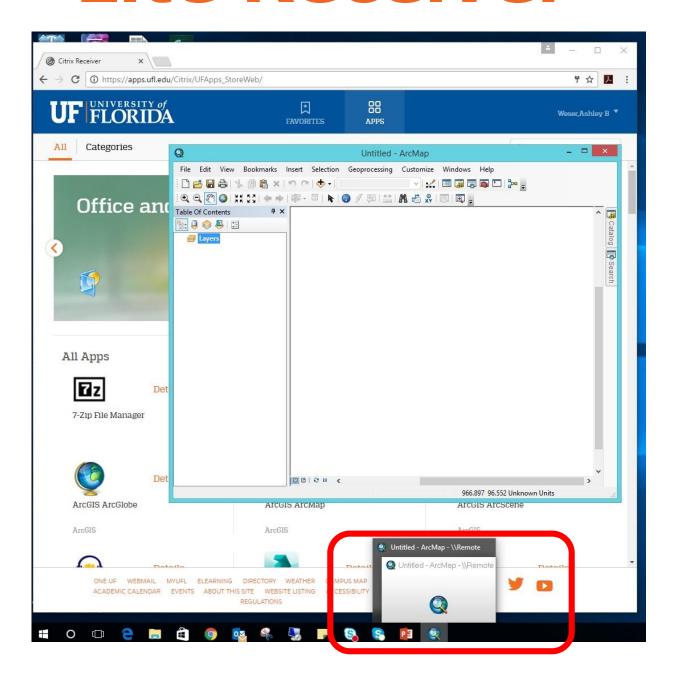
Full Receiver

- Requires Citrix Receiver on your computer
 - may need to be activated as a plug-in for your web browser
- Applications appear as if running on your device
- Best use: For moving large files in and out of UFApps

Full Receiver



Lite Receiver





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Exercise 2-1 Accessing via the Full Receiver

You will first need to install Citrix Receiver.

- 1. Go to http://receiver.citrix.com.
- 2. Install Citrix Receiver.
- 3. Once installation is complete, activate the Citrix Plug-In.

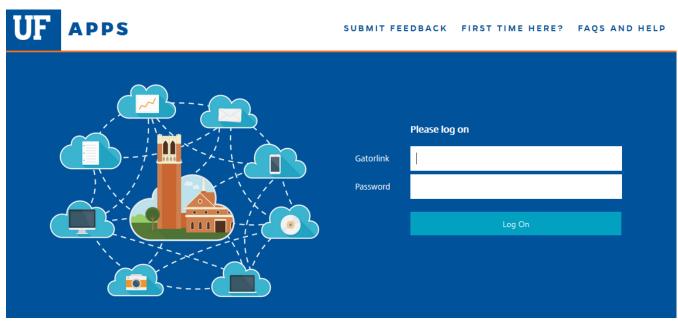
Resources: https://info.apps.ufl.edu/frequently-asked-questions/first-time-use/





Accessing via the light Receiver

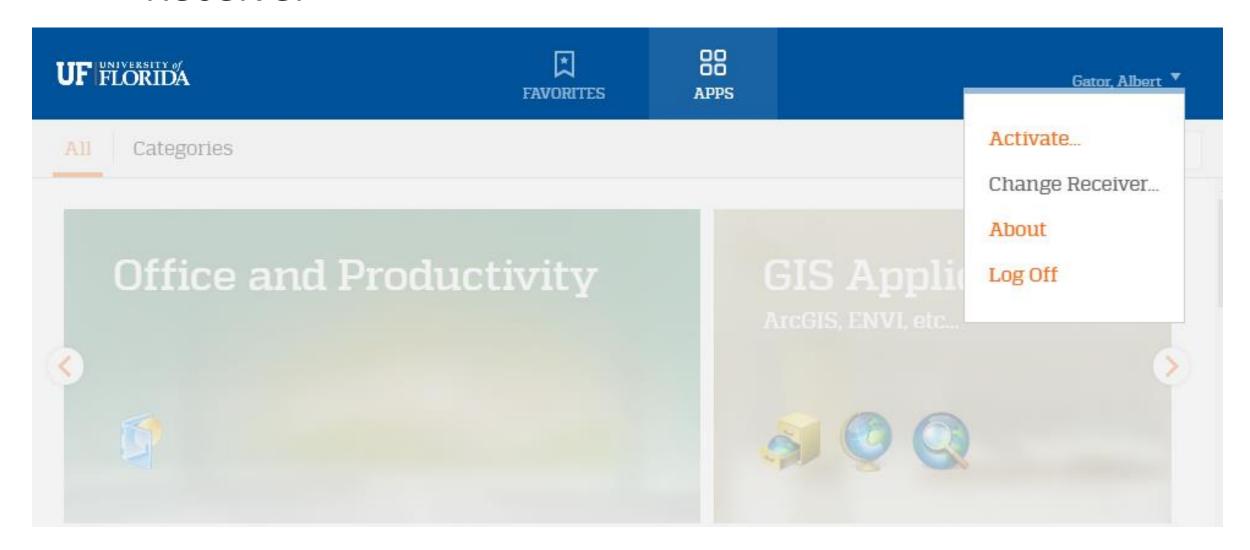
1. Log into https://apps.ufl.edu/.



Resources: https://info.apps.ufl.edu/frequently-asked-questions/first-time-use/access-ufapps-within-a-web-browser/



Click your name from the top right menu and select Change Receiver





Module 2 Review

- Which receiver must be installed on your device?
- Do you have to uninstall the full receiver to use the light receiver?
- When would you choose to use the full receiver