



NEW FEATURES

- **WebGL client for Chrome users**
- **A teacher dashboard - provides a clear way to find useful tutorials and resources**
- **[Teacher tutorials](#) - a website dedicated to helping you learn how IntoScience works**
- **[Troubleshooting page](#) - full of common questions, problems and known issues**
- **[Curriculum information page](#) - provides information on how all the activities map to your curriculum**
- **Links to specific activities - send your students a link for homework**

IMPROVEMENTS

- **New menus which improve usability**
- **[New worksheets](#), available on the web**
- **Massive reliability improvements to summon class and the teacher console**
- **Improved legacy code systems**

Notes for upgrading

We are now publishing IntoScience using Unity3D version 5.1.3. Schools that access via a web browser (other than Chrome and Edge) will be required to have the latest version of Unity web player.

Please note that IntoScience does not currently support Microsoft Edge. We recommend that your school uses a different browser (FireFox is preferred), or that you use our new Windows App Store App.

Schools using the local content server should update their [content bundle here](#).

For install instructions and getting started guides please visit our [support website](#).

To sign in, go to <http://intoscience.com/signin>.



WEBGL: A SOLUTION FOR CHROME

With v1.6a, we release a new version of IntoScience for the Chrome browser that utilises some exciting new WebGL technology. This technology removes the need for a separate Unity plugin and makes IntoScience available for Chromebook users.

Unfortunately, WebGL technology is still a fairly new technology. As with all new technologies, transitioning to it comes with some uncertainty.

Why we did this

In late 2014, Google announced that it would discontinue support for all NPAPI plugins (which includes Java, Silverlight and the Unity plugin that we use) from September this year. This would mean that IntoScience would simply stop working in the Chrome browser at some point during the month.

A way to work around this is to export IntoScience into WebGL; a new technology that allows the program to work without any plugins. Fortunately for us, Unity (the engine that powers IntoScience) has been working very hard to assist us on this gargantuan task. Usually, we would take more time before using a new technology to ensure that your experience is seamless and exemplary. In this instance time has been short, so the tools for the process are still in beta (and therefore not perfect).

Because of this, we made the decision to ensure that IntoScience continued to operate in Google Chrome and thus release a WebGL version. However, we expect that this version will have some teething issues.

What you should expect to change

If you're using Chrome, these are the things we expect you to notice about the new build:

- There's no longer any need to download a plugin to use IntoScience. Getting into the program will be much simpler.
- The size of the program is much bigger (the WebGL client is ~16mb, whereas the Unity Plugin client is ~2mb). This is unavoidable due to the nature of WebGL, and will significantly add to download times.
- Higher memory usage. This will generally lead to lower performance, but will occasionally lead to crashes, especially in the open world environments.

What you can do about it

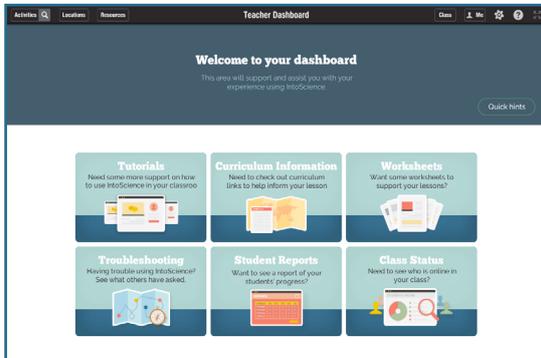
If you're experiencing problems using IntoScience on the Chrome Browser, here are some simple things you can do:

- If you're worried about downloading the WebGL build during a class, load it beforehand on each the devices you're using. Even if you then close IntoScience, it will remain in your cache and load much faster after that.
- Use a browser which uses the Unity plugin. Mozilla's Firefox is currently our preferred browser for IntoScience. Internet Explorer and Safari are also good options.
- Download a standalone version of IntoScience [here](#).
- If you're experiencing crashes, it's probably best to avoid the open-world environments for now, and check in for updates on improvements to our WebGL version.

NOW EASIER TO FIND WHAT YOU NEED!

Menu bar

Our new menu bar is designed based on extensive research and feedback from teachers. Find out more about it on our tutorials page.

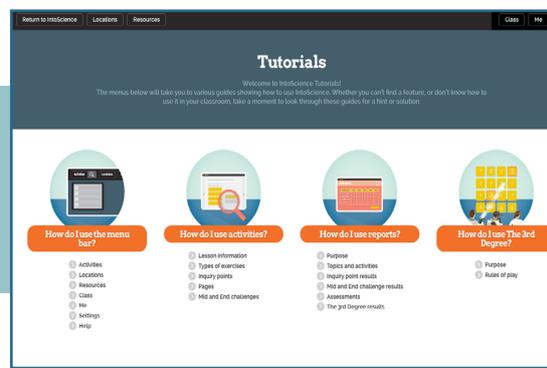


Teacher dashboard

Your new teacher dashboard links to tools and resources you need to run your class.

Teacher tutorials

Unsure about how to do something in IntoScience? Our brand new tutorials page will step you through everything you need to know.



Troubleshooting

This page covers any issues within the IntoScience application. For problems involving opening or signing into IntoScience, go here. Our FAQ, known issues and support sections will help answer questions about how to use features in IntoScience, inform you about our current issues and lead you to our support team for any extra help you may need. These pages will be regularly updated to improve your IntoScience experience.

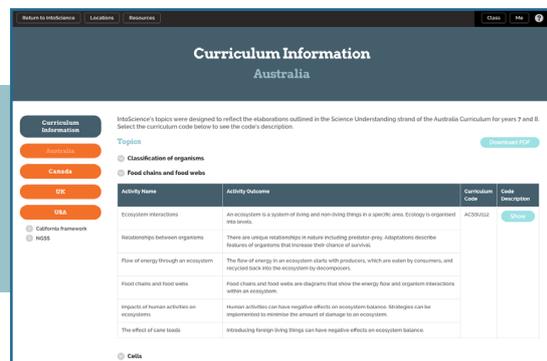


Troubleshooting

Having trouble using IntoScience? Find answers here!

Curriculum links

Easily find out how each activity links to your curriculum.



There's now a IntoScience App in the Windows App Store for Windows RT, 8.1 and 10!

Updated worksheets

Our worksheets have been updated to be clearer and easier for students to use.

