



# SETUP GUIDE FOR MIT APP INVENTOR

Technology used in



## Procedure

### Description

MIT App Inventor allows students to build and live test apps in minutes. Students use a web browser and block-based coding to create their apps, and then live test the app on tablets. For use of App Inventor without a Google Account, feel free to use the following website instead: <http://code.appinventor.mit.edu>. This version of the website allows users back in to see their work by using a code to get back to their work.

The best student experience involves using Wi-Fi connection to send apps from the computer to the App Companion on the tablet or Chromebook. Tablets and computers must be on the same Wi-Fi network to download apps to the tablet. All tablets and Android-enabled Chromebooks will need the MIT AI2 Companion App. Students using a Mac or PC, should also install the AI Starter program to have access to the emulator. The emulator should not be used as the primary device for testing student apps.

Below contains links to instructions on setup for [the MIT AI2 Companion App for Android tablets and iPads](#), [Chromebook setup](#), and how to [install the AI Starter program for using the emulator on Mac and PCs](#). The last set of links will go to pages that detail [network setup considerations for using App Inventor in a school environment](#).



### ***Building apps with a tablet***

Build apps with a smartphone or tablet using a WiFi Connection  
(preferred): [Instructions](#)

If you have a computer, a smartphone or tablet, and a WiFi connection, this is the easiest way to build and test your apps on the device



**Build your project on  
your computer**



**Test it in real-time on  
your device**

### ***Building apps with a Chromebook***

Build apps with a Chromebook: [Instructions](#)

Many Chromebooks are capable of running Android apps. That lets you build and run the finished app on the same device.



**Build your project on  
your chromebook**

**Test it in real time  
and run the  
finished app on  
the chromebook**



## ***Testing Apps with the Emulator***

Use the Emulator to test apps: [Instructions](#)

Students can use the emulator to test small changes quickly.



**Build your project on  
your computer**    **Test it in real-time on  
your computer with  
the onscreen  
emulator**

## ***IT Information for Network Connectivity***

- [How does my Android device connect over WiFi?](#)
  - This is a brief overview on what a good architecture looks like for using App Inventor
- [Using MIT App Inventor in a school networking environment](#)
  - Details include: how to connect over wifi, using the emulator, silent installers, using Deep Freeze, and an Allow list chart.
- [App Inventor Troubleshooting page](#)

## ***Network Allow List***

- Using Wifi Connection
  - Appinventor.mit.edu
  - Ai2.appinventor.mit.edu
  - Code.appinventor.mit.edu
  - Rendezvous.appinventor.mit.edu
  - Login.appinventor.mit.edu
  - Computer and tablet need access to stun.I.google.com on port 19302 and turn.appinventor.mit.edu on port 3478
- USB and Emulator Connection
  - Allow Aistarter.exe to listen on port 8004
  - Allow Emulator.exe to access ai2.appinventor.mit.edu and code.appinventor.mit.edu