Verifying Your System Requirements

Before you start in SuccessMaker (SM), ensure your desktop or laptop meets or exceeds the system requirements. For the latest requirements, see the **Home User System Requirements** at http://pearsonnasites.force.com/kbase/articles/Informational/System-Requirements-for-SuccessMaker/

NOTE: SuccessMaker is accessible from Netbooks with a screen resolution of 1024 x 768 for student course assignment execution; however, SM is not currently supported for use with mini notebooks, ultraportable laptops, or smartphones.

Checking Bandwidth Requirements

SuccessMaker requires a broadband connection with a minimum connection speed of 1.5 Mb/s. You should have a wired connection to a home router or a direct connection to a cable modem or a DSL modem. If properly configured, wireless home networks are acceptable. For specifics, see the **SM 7 Home User System Requirements** at http://pearsonnasites.force.com/kbase/articles/Informational/System-Requirements-for-SuccessMaker/

Internet Plugins

Java Runtime Environment (JRE)

In order to log into SM, a JRE is required. To get a JRE, launch the web browser that will be used to typically access SM.

Browse to *www.java.com* and click **Free Java Download**

Follow the onscreen prompts to complete the installation.

Adobe Flash Player

In order to launch assignments, Flash Player is required. To get Flash Player, launch the web browser that will be used to typically access SM.

Note: Google Chrome has Pepper Flash built-in, so Flash Player is not required.

Browse to *https://get.adobe.com/flashplayer/* and click **Install now**

Follow the onscreen prompts to complete the installation.

Learning Basic Usage

Students

To sign in to the SuccessMaker Student Interface and launch an assignment:

1. Open a browser, and go to the SM host address provided by your school. This address is located on your school's web server.

IMPORTANT: Do not use search engines, such as Google™, to find your school's SM address. If you do, you could connect to SM on a different school's server where your user name would not be recognized.

2. Click the **Click to Sign In** button to access the Sign In page.

   NOTE: If you use Firefox® or Google Chrome® as your browser for SM, the start page remains open after you have clicked the **Click to Sign In** button and opened the Sign In page. You may close the start page at any time.

3. On the Sign In page, type your **Username** and **Password**, and then click **Sign In**.

   IMPORTANT: To prevent the loss of your session data, do not sign in again before signing out and ending the previous session.

4. Click your course's name on the Assignments page to launch the assignment. A short delay could follow your first sign-in attempt while SM loads the required plug-in.

To exit an assignment and sign out of SuccessMaker:

1. Click the blue **X** (Exit Course) button or press **SHIFT**+**DOWN ARROW** on the keyboard to end your session and save your session progress data.

2. Click **Log out** on the Assignments page to sign out of SM. The Sign In page displays.

Assignment Idle Time

Teachers can set an assignment's **Idle Time** (period of inactivity before timeout) within a range of 2-6 minutes in duration. When the **Idle Time** limit elapses, the student's session for that course is ended and the Progress Report is displayed. If the student resumes activity within 30 minutes, the Progress Report can be closed and the student is returned to Assignments page.

Session Inactivity Over 30 Minutes

After approximately 30 minutes of inactivity, any student session is terminated. When the user attempts to resume activity, a brief warning message displays and the user is signed out and returned to the Sign In page.

Troubleshooting

Java not detected

Java recommendations

Java version notes

How to activate Java and Flash

Web browser cookies