I'm not a robot

Chromebooks are cost-effective laptops running on ChromeOS, a proprietary version of Linux. Historically, they've been better known for running basic tasks like note-taking and internet browsing, but a growing collection of Android-based apps and functions are gradually making Chromebooks suitable as a replacement for the traditional laptop. They can even run "Minecraft," which is still one of the most popular games in the world, garnering 141 million players in August 2021, according to Statista. Usually, when installing "Minecraft" on an Android-based device, you'll install something like "Minecraft: Education Edition" rather than the standard "Minecraft: Java Edition" – which is most closely associated with how "Minecraft" is played on a desktop or a laptop rather than how it's generally played on a mobile Android-based device. However, the benefit of playing "Minecraft: Java Edition" is you get to see new content as it comes to "Minecraft," and you get the option to play with PC players on a much larger variety of servers. It's technically possible to install "Minecraft: Java Edition" onto a Chromebook running Linux, however, your gaming experience will ultimately come down to how powerful your Chromebook is. You'll want to make sure you own a copy of "Minecraft: Java Edition" as well, and you can either buy it from the official website or get it included as part of PC Game Pass. Before you begin, it's a good idea to open a new Chrome page and then navigate to chrome://flags, where you can enable GPU acceleration on certain Chromebook devices. Simply search for "GPU acceleration" and enable it if it isn't currently enabled. There are only a few steps to installing "Minecraft: Java Edition" onto your Chromebook within ChromeOS, so it shouldn't take too long to get it set up! The most important thing you'll want to do first is ensure Linux is operating in a virtual machine on your Chromebook. This will take up about 10 gigabytes of storage space, so make sure your drive is large enough and that there's enough free system space to dedicate to installing Linux. To activate Linux, navigate to Settings, then Advanced, then Developers, then activate the Linux development environment and follow the instructions onscreen. Next, head to the "Minecraft" official website to download the Debian/Ubuntu version of "Minecraft: Java Edition." From here, open the Terminal app. Enter the line "sudo apt-get install default-jdk" and press the enter key. You'll be prompted to install roughly half a gig's worth of packages, to which you'll wanna type "Y" and press enter again, given you have the space. Now let the system do its thing. After it finishes, type "sudo apt-get install libsecret-1-0" and tap enter, then "Y" and enter one last time. At this point, you should be ready to install and play "Minecraft," which is as simple as double-clicking the Minecraft.deb file in your Downloads directory, then allowing Linux to install it on your Chromebook. Once the installation is finished, you can boot up the game and log into either your Microsoft or Mojang account — whichever one is associated with your "Minecraft: Java Edition" purchase. Once you're logged in, expect your launcher to download the latest patch. From this point, you should be able to launch "Minecraft: Java Edition" from your Chromebook's search bar like any other app. Minecraft remains one of the most popular games worldwide, allowing players to build, explore, and survive in its blocky arena. If you own a Chromebook and wonder how to get Minecraft on Chromebook, you're in luck. This post explains how to get Bedrock Edition (Android version) and Java Edition up and running on your Chromebook so you can enjoy the game regardless of your preferred version. In 2023, Minecraft Bedrock Edition officially became available for all Chromebook models. This cross-platform version allows you to play with friends on other devices. The game includes the latest update, "Trails and Tales," adding exciting features like the cherry grove biome and the ability to ride camels. To get Minecraft: Bedrock Edition on your Chromebook, follow these simple steps: Check Your Chromebook's CompatibilityMinecraft works on Chromebooks released after 2020. You can confirm your device's compatibility on the Minecraft support website. Before downloading, ensure your Chromebook is updated to the latest version of Chrome OS. Update Your Chromebook Open Settings on your Chromebook. Go to the About Chrome OS tab. Select Check for updates and let the device update if necessary. Restart your Chromebook if prompted. Purchase and Download MinecraftMinecraft Bedrock Edition costs $20 on the Google Play Store. However, if you've already purchased the Android version for $7, you can upgrade to the Chromebook version for an additional $13. Once you've paid, simply download the game from the store. You can also opt for Minecraft: Education Edition, which is free to download and provides an educational version of the game. For those interested in experiencing a unique, AI-driven twist on Minecraft, Oasis AI Minecraft offers an innovative browser-based alternative. Developed by Decart in collaboration with Etched, Oasis AI is the first fully AI-generated game that offers real-time, interactive gameplay where every action changes the world. It uses advanced transformer models to generate gameplay in real-time at 20 frames per second, creating dynamic, evolving environments without the need for traditional game engines. You can play Oasis AI directly in your web browser without any downloads. Simply visit the Oasis AI website using a Chromium-based browser (like Google Chrome), select one of the available worlds, and follow the on-screen instructions to start playing . This method is perfect for those who want to experience a Minecraft-like game without installing anything on their Chromebook. The Minecraft Java Edition is another favorite among players. If you're wondering how to get Minecraft on Chromebook using this version, you can use Linux support, but it only works for x86 systems. If your Chromebook uses an ARM processor, this method will not work. To play Minecraft Java Edition, first enable Linux app support on your Chromebook. Once Linux is ready, follow these steps: Enable Linux Support First, check if your Chromebook supports Linux apps. If it does, enable Linux support by following the official Chromebook support guide steps. Download the Linux Version of Minecraft Go to the Minecraft website and download the .deb file for Linux (Debian/Ubuntu version). Save the file to your Downloads folder. Install the Game Open the Linux Files folder on your Chromebook. Copy the downloaded file into the folder, then double-click the .deb file to start the installation. Select Install and then click OK to confirm. Once installed, open the Minecraft Launcher from your apps list. PojavLauncher is another way to play Minecraft on a Chromebook, especially if you prefer the Java Edition. It works with any Chromebook and is capable of running Android apps. PojavLauncher is a third-party solution, but it's simple to set up and run. Here's how you can use PojavLauncher to play Minecraft: Download PojavLauncher Open the Google Play Store on your Chromebook. Search for PojavLauncher and download it. Set Up and Play Launch PojavLauncher from your apps list. Press the Play button, log in with your Minecraft account, and start playing! This method is perfect for those who want to play the Java Edition but don't want to go through the process of using Linux support. Cloud gaming is an excellent option for playing Minecraft on a Chromebook without downloading or installing anything. Using cloud gaming services, you can run Minecraft on a remote server and play it on your Chromebook via an internet connection. This method allows you to play high-quality PC games without needing powerful hardware. Here are some cloud gaming platforms that you can use: Shadow PCShadow PC allows you to rent a gaming PC in the cloud. You can access this Windows machine from your Chromebook and play Minecraft as if it were running on your device. This service costs about $30 monthly but gives you a full gaming experience. NVIDIA GeForce NowNVIDIA's cloud gaming service supports Minecraft Dungeons but not the main Minecraft game. The free plan has limitations, such as one-hour play sessions and access to a basic gaming rig. Paid plans start at $10. Xbox Cloud GamingXbox Cloud Gaming allows you to play Minecraft Dungeons and Minecraft Legends. However, the full Minecraft experience isn't available on this service unless you subscribe to Xbox Game Pass Ultimate for $17 monthly. Although cloud gaming is excellent, it requires a stable internet connection to ensure smooth gameplay. Is Minecraft Laggy on a Chromebook?Minecraft should run smoothly on most Chromebooks, but performance can depend on your device's specs and the method you use to play. Cloud gaming services will offer the best experience if you have a fast internet connection. Can You Run Minecraft Bedrock Edition on Chromebooks?Yes, starting June 7, 2023, Minecraft: Bedrock Edition is available for all Chromebook models through the Google Play Store. Can You Play Minecraft on a School Chromebook?While playing Minecraft on a school Chromebook is technically possible, it depends on your school's restrictions. Many schools block game downloads or disable Linux support, so check your institution's policies before installing it. Discovering an easy way to run Minecraft Java Edition on our Chromebook without using Linux might sound like a tall order. Yet, worry not, fellow gamers, for we've found the magic beans to make it all happen! Chromebook users often find themselves in a pickle due to compatibility issues with Java Edition since it wasn't built with Chromebooks in mind. Luckily, we have a nifty trick up our sleeves—using the Pojav Launcher from the Play Store to get Minecraft Java Edition running smoothly on our devices! This means we can enjoy the thrill of crafting, mining, and exploring without messing with Linux or other complex setups. It's almost like discovering a secret passage in a labyrinth—at first confusing, but oh, so rewarding once unveiled! And the best part? It's easier than crafting our first wooden pickaxe in the game. As we embark on this little tech adventure together, remember that with just a few clicks and a sprinkle of curiosity, we'll be in our blocky paradise in no time. Let's celebrate those small victories—one block at a time! Preparing Your Chromebook Before diving into Minecraft Java Edition, we need to ensure our Chromebook is ready to handle it. We'll go through enabling Developer Mode, setting up a Linux Development Environment, and keeping system packages up-to-date. Each step is crucial to smooth gameplay. Enabling Developer Mode To start, we must enable Developer Mode on our Chromebook. This process will reset the device, so it's essential to back up important data beforehand. We need to hold the Esc, Refresh, and Power buttons simultaneously to enter Recovery Mode. Once there, press Ctrl + D, then Enter to bypass the OS verification prompt. Our Chromebook will restart and enter Developer Mode. Patience is key here as this setup might take a few minutes. Installing Linux Development Environment With Developer Mode enabled, it's time to install the Linux Development Environment. Go to Settings and look under Developers (it should appear now as an option). There, you'll find the choice to enable Linux. Click Turn On and follow the prompts to integrate Linux into our system. This setup can take a while, so maybe grab a snack while waiting! Updating System Packages After Linux is set up, installing a Terminal App can help us manage updates and packages. We should open the Terminal and run: sudo apt-get update sudo apt-get upgrade These commands will make sure all our system components are current. Regular updates help keep our device smooth and secure. With everything set, our Chromebook is primed for Minecraft Java Edition. Let's get ready to build, mine, and play! Downloading and Installing Minecraft: Java Edition To install Minecraft: Java Edition on a Chromebook without using Linux, we'll focus on accessing the Minecraft website, setting up the necessary accounts, downloading the .deb file, and using dpkg for installation. It's simple if we break it down. Accessing the Minecraft Website Our first step is to visit the official Minecraft website. This is where we can find Minecraft: Java Edition and download the necessary files. Here's what to do: Open a web browser on your Chromebook. Navigate to minecraft.net. Click on Menu at the top right. Select Games and then Minecraft. Make sure everything looks just right on the page before downloading. It's a bit like picking out a new outfit online—find the right fit for us! Creating a Mojang or Microsoft Account Having an account is as crucial as having a ticket to enter a concert. Steps to create an account: On the website, find the login option at the top. Choose Sign Up for a new account. You'll need an email address, so pick the one you check often. If prompted, decide whether to use a Mojang Account or a Microsoft Account. Pro Tip: Use your Microsoft account if you already have one; it's like a VIP pass! It keeps all Microsoft experiences under one hat. Downloading the Minecraft.deb File Now, let's get that all-important .deb file. Minecraft provides a Debian package for us Chromebook enthusiasts. It's like getting a present with everything already inside! Here's how we snag it: On the Minecraft download page, look for the Debian/Ubuntu file. Click on Download for the .deb file. Wait for the download to finish. It's usually quick, like a fast-food order coming right up! Be mindful that the file is saved in the Downloads folder. Misplacing it would be like putting our keys in the freezer. Using Dpkg to Install Minecraft Finally, we've reached the doorstep of our installation process. Like assembling a bookshelf, this step requires a bit more attention. Here's our approach: Open the Terminal app on your Chromebook. Navigate to the Downloads directory. Type: cd Downloads. Use the command: sudo dpkg -i minecraft.deb. Enter your Chromebook password if required. This command is like the secret recipe to finally relishing our game! Once we see the installation success message, it means we're ready to dive into adventures. Who's joining us for a game soon? **Step** **Action** **Purpose** Access Website Go to minecraft.net Source for download Create Account Sign up or log in Access download Download .deb File Click download for Debian/Ubuntu Collect the installer Use Dpkg Run installation command Complete installation Optimizing Minecraft for Chromebook Let's enhance our Minecraft experience on a Chromebook by focusing on some key areas: enabling GPU acceleration, improving FPS, and setting up pointer lock for better control. These tweaks will make our gaming smoother and more enjoyable. Enabling GPU Acceleration Getting the most out of Minecraft on a Chromebook often starts with enabling GPU acceleration. This feature allows the graphics processing unit to handle more tasks, making gameplay smoother. We can enable GPU acceleration through Chrome flags. Simply type chrome://flags in the Chrome browser. Look for GPU Acceleration and toggle it. This simple change can significantly speed up rendering times and enhance graphics performance. Remember, though, that enabling this feature might not work the same for all Chromebooks. Always check if your model supports it! Improving FPS and Game Performance Boosting frames per second (FPS) can greatly improve our Minecraft gameplay. One way to achieve this is by adjusting the game settings. Reduce Render Distance: Lowering this setting lessens the load on the GPU. Turn Off Smooth Lighting: This decreases detailed calculations. Allocate More RAM: We can adjust how much memory Minecraft uses through the game launcher. Considering these adjustments allows us to tailor the settings according to our Chromebook's capability, ensuring the game runs smoothly. Setting Up Pointer Lock for Better Control For better control in Minecraft, setting up pointer lock is essential. Pointer lock links the mouse pointer to the game window, improving precision and control movements. To activate it, we go into Minecraft's settings and modify the Mouse Settings. Enabling pointer lock can greatly enhance our control over character actions, making complex tasks easier and more intuitive. This feature contributes to a much more immersive gaming experience by reducing lag in mouse movement. With pointer lock, we feel more in control of every block we place or mine, elevating our Minecraft adventure on our Chromebooks. Exploring Minecraft Variants and Cross-Platform Play Minecraft offers several versions that cater to different gaming platforms and preferences. Navigating these versions can open up possibilities like playing on multiple devices or engaging with friends across different systems. Understanding Minecraft: Bedrock Edition Minecraft: Bedrock Edition is the versatile, cross-platform edition. It's available on consoles, mobiles, and even Windows PCs. This version allows us to cross-play with friends regardless of their device. Players can connect through Minecraft Realms or freely explore community servers. Bedrock Edition's compatibility makes it ideal for group gaming. Meanwhile, Minecraft: Education Edition builds on this version, focusing on learning and creativity in classrooms. While the gameplay core stays the same, educational features stand out. Playing with PojavLauncher PojavLauncher is a tool that lets us enjoy Minecraft: Java Edition on non-traditional devices, like Chromebooks. This powerful tool bridges the gap for those itching to play Java without typical restraints. Though it's not officially recognized by Mojang, PojavLauncher provides access to Minecraft's original version. We found it tends to be a favorite among more technically-inclined players. It's a real catch for people wanting the unique features of Java Edition such as mods and enhanced graphics! Accessing Minecraft Through the Play Store The Google Play Store provides the easiest avenue to get Minecraft on a Chromebook. Here, Minecraft: Pocket Edition can be downloaded directly, ensuring swift gameplay initiation. While it lacks some of the robust functions of Java or Bedrock, its portability shines. Cross-play support extends to most major platforms, so we aren't left out when friends are playing. The Play Store version proves that sometimes, simple is best! Minecraft is a game created by the Swedish video game developer Mojang Studio, which has become one of the most well-known names in the gaming industry. But is playing Minecraft on Chromebook possible? In this blog post, we explain whether there's a Minecraft edition for Chromebook and how to install Minecraft Java Edition on a Chromebook. Let's dive in. Can You Play Minecraft on Chromebook? Although Minecraft can be played on most platforms, which is part of the reason why it has 141 million registered players, so far, the company hasn't released an edition that's supported on Chromebook. One of the main reasons is that Chromebooks aren't optimised or built for gaming. These computers use the Chrome OS, which is a proprietary Linux-based operating system created by Google that uses the Google Chrome web browser as its user interface. To get Minecraft for Chromebook, you'll either have to 'root' your device to access the Linux kernel (Minecraft is available on Linux), run the Android-based version, or opt for the Minecraft: Education Edition, provided that you're a student and your administrator has access to the game. While there is no official Minecraft Chromebook edition, there is a way to install the game on a Chromebook. Whether you should get the Java Edition for Linux or Android, depends on your chipset. The Java Edition for Linux only works for players who have a Chromebook with an x86 chipset from AMD or Intel. Installing Minecraft on Chromebook: Java Edition for Linux Set up Linux on Chromebook. To do so: Open 'Settings'.Select 'Advanced'.Click on 'Developers'.Select 'Turn on' next to Linux development environment (Beta)'. A dialog box will pop up. Click the ''Next'' button to proceed.Insert a username for the Linux session.Click on the 'Install' button. Open the Linux terminal (find it via the 'Search' option or in the 'App Drawer'). Run the command 'sudo apt-get update && sudo apt-get upgrade -y' to update the Linux to the latest version. Go to the official Minecraft website and click on the ''DEBIAN AND DEBIAN BASED DISTRIBUTIONS'' link to download and install the Minecraft.deb file. Move the file to the 'Linux file' section in the Files app. Double-click on the Minecraft.deb file and click on 'Install.' The installation process shouldn't take longer than a couple of minutes. Once it's installed, search for the 'Minecraft Launcher' on your Chromebook. You can also find it in the App Drawer. Log into your Microsoft or Mojang account. Click on 'Play Demo World' and you can officially enter the world of Minecraft for Chromebook. If you run into any installation errors, go to the Linux Terminal and install the Java Development Kit. You can then proceed to download and install the Minecraft.deb file. Installing Minecraft on Chromebook: Java Edition for Android Players who have a Chromebook with an ARM-based chipset will have to install a program to run the Android-based version of Minecraft. Search for PojavLauncher and download it. Run the app once installed. PovJavLauncher will automatically download and install the files needed to run Minecraft and launch the game. Bottom Line Minecraft is an excellent sandbox game that's compatible with most platforms, including PCs, different versions of PS, several Xbox consoles, and Nintendo Switch, among others. Although there's no official Minecraft edition for Chromebook, there is a way to install Minecraft on Chromebook and play the game from there, including via the Linux kernel and the PojavLauncher. The Minecraft Chromebook download process involves setting up Linux on the device and using that system to download and play the game (since Minecraft can be played on Linux). You would still have to go to the official website and start the Minecraft download for Chromebook once you've set up the Linux operating system. How to get Minecraft Java edition on Chromebook without Linux? The Java Edition for Linux doesn't work for players that have a Chromebook with an ARM-based chipset. If that's the case, you'll need to download the PojavLauncher from the Play Store. To install the Java Edition on a Chromebook, you'll either have to root your device and download it via the Linux kernel or install the PojavLauncher. As someone who grew up gaming and always had a love for random facts, being able to write about gaming and technology for a living has been an absolute treat. Whenever I'm not researching my next topic for Don't Disappoint Me, I am deflecting the attacks of Bosses in Sekiro, investigating a murder in Disco Elysium, helping Zagreus escape the underworld in Hades, or flanking enemies in Call of Duty with my squad. Having studied English language and literature has helped me merge these two worlds of random facts and gaming into a fulfilling career. Mojang's Minecraft is the quintessential example of a game that is greater than the sum of its parts. It's not just about mining and crafting, but about exploring and building a world as you see fit. But before you get to all the creativity, the adventuring, and the friends you'll make along the way (we're serious here), you have to install the game. If you own a Chromebook, here's how to do just that. Some context Prior to June 2023, there were really only two ways to play Minecraft on a Chromebook and both of them had some restrictive prerequisites: Minecraft: Education Edition required a school-administered Chromebook, an Office 365 Education account, and the ability to download apps from the Play Store (which came down to the school allowing it). Minecraft: Java Edition was more accessible, but required users to set up a Linux development environment and to meet certain spec requirements. While ChromeOS does support Android apps, Mojang prohibited users from downloading Minecraft: Pocket Edition from the Play Store in 2020 for an undisclosed reason. Things began to change earlier this year when Mojang released a limited trial version for Chromebooks in February, but all it did was let players into Survival Mode for 90-minute sessions. It was a promising sign nonetheless. This development was quickly followed up with an early access program for a full-fledged Chromebook edition in March. After a season of testing, Minecraft: Bedrock Edition for Chromebooks became a reality alongside the vaunted Trails & Tales update. Lots of work has been done to tailor Minecraft to all sorts of Chromebooks — the vast majority out there aren't flagship-tier, to say the least — and the devs at Mojang seem to have done a good job. Spec requirements Here are the minimum spec requirements for Bedrock Edition: ChromeOS 111 Supported processors AMD A4-9120C Intel Celeron 3865U or N4000 Intel Core i3-7130U Intel Core m3-8100Y MediaTek Kompanio 500 (Mt8183) Qualcomm Snapdragon 7c Gen 2 (SC7180) x86_64 or arm64-v8a architectures 4GB RAM At least 1GB of storage Mojang says those with a Chromebook running on a Celeron N4000 or N4100 should know that their experiences "may not be optimal" unless they tune their settings accordingly. How to install You can download Minecraft: Bedrock Edition from the Google Play Store on ChromeOS, and it comes bundled with Minecraft: Pocket Edition for Android. The total price will be $20, but if you've already bought the Android version, you'll only pay $13 to upgrade. Bedrock Edition offers cross-play support with other players on Windows, Xbox, PlayStation 4 and later, Nintendo Switch, Android, and iOS. You'll be able to take advantage of your Chromebook's touchscreen, or you can plug in a controller instead. Other features of Bedrock include sanctioned DLC, Minecraft Marketplace (all purchases made within the Minecraft: Bedrock Edition app go through Google Play), and achievements. Another option is to take a spin on the original Minecraft: Java Edition. However, this version has some stricter specification prerequisites and requires you to have the Linux development environment set up on your Chromebook. Spec requirements Here are the official spec recommendations for Java Edition on Linux: Linux support: Any distro from 2014 onwards (presumably based on kernel version 3.13 or later) For the sake of this guide, you don't have to worry about this on a Chromebook. Supported processors Intel Core i7-6500U AMD A8-6600K ARM, x86, or x64 architectures Supported GPUs NVIDIA GeForce 940M AMD Radeon HD 8570D 8GB RAM 4GB of storage Your mileage will vary when it comes to working with integrated GPUs and lower-tier CPUs from later generations — those with newfangled laptop-grade ARM chipsets, be warned. You may need to lower graphics settings to improve performance. How to install Follow these steps to get Minecraft: Java Edition running on your Chromebook: If you don't have the Linux development environment in ChromeOS in place, you'll need to set it up — we have a separate tutorial on how to do just that. Visit this Minecraft page for download options and download the file for Debian / Ubuntu. Once you've downloaded it, open your file browser and double-click on Minecraft.deb. Select Install when prompted to confirm installation. Once that's done, go to your Launcher and open the Minecraft Launcher. From there, you'll be prompted to log into your Microsoft account. After that, provided that you own the dual license for both Bedrock and Java Editions, you should be able to launch the game. If not, the launcher will have links for you to buy the license in a separate Chrome window for $30. Minecraft: Java Edition has cross-play support with Windows, macOS, and Linux. You can also sign up to test snapshots, which is the equivalent of beta releases for Java Edition. You do lose out, though, on touchscreen and controller support as well as DLCs, Realms Plus, and achievements. So, there's Minecraft on Chromebooks — happy mining and happy crafting. If you're into exploring more gaming on your device, consider browsing our guide on that topic. Or, if you're considering a hardware upgrade, but want to keep it in the ChromeOS family, we've got suggestions for you, too. Ah, the age-old question. Can I play Minecraft on my Chromebook? Unfortunately, the answer isn't as simple as "Yes or No." If you're a student and you have a Microsoft Office 365 EDU account, you're good to go. You simply have to activate the Play Store on your Chromebook and install the Android version of Minecraft: Education Edition. From there, log in with your Microsoft credentials and go to town. This particular version is very similar to the classic Bedrock build of Minecraft but has some added features geared specifically towards the classroom. If you don't have an Office 365 EDU account, there are some workarounds that will allow you to play Minecraft so long as you own the full Android version from the Play Store. This involves installing Flatpak via Linux on your Chromebook and running a package that is essentially the middle-man between Linux and the Android APK of Minecraft. It's a little hacky, doesn't run great, and isn't officially supported by Mojang. Still, it works if you prefer to use the Android version of Minecraft. If you're looking for an alternative and relatively clean way to install Minecraft on your Chromebook, look no further than Minecraft: Java Edition. While both versions of Minecraft have some minor variances, they both look and feel very similar. The key difference between the Java Edition and Bedrock is the platforms for which they are designed. Minecraft: Java Edition is built for PCs, macOS, and Linux while Bedrock is made primarily for mobile and console gaming. The one you choose really boils down to personal preference but the Java Edition is designed for PCs and it's the version that we're going to run on our Chromebook. Here's a quick how-to to get you up and running in just a few minutes. First and foremost, you're going to need a Chromebook that supports Linux applications. You can find the Linux setting under the Developers tab of your Chromebook's settings menu. It will be nested under the Advanced tab right above "About Chrome OS." Once you've enabled Linux, you can click here to learn more about setting up Linux on your device. Ready? Awesome. Let's go. Note: Minecraft: Java Edition comes with a free demo version but you will need to purchase a license to access the full version of the game. It is a one-time purchase of $26.95. Alternatively, Minecraft: Java Edition is included with PC Game Pass that gives you access to hundreds of popular PC titles. Installing Minecraft on Chrome OS is relatively straightforward thanks to the fact that Majong offers an official Linux version of the game specifically for Debian and Ubuntu Linux. It just so happens that Debian is the flavor of Linux that runs on supported Chromebooks. You can find the package on the Minecraft website here or you can download it directly from the link below. Once you have it, make sure to move it to your Linux folder in your Chrome OS Files App. Minecraft: Java Edition for Linux According to the Minecraft website, this version is a one-click install. "No fuss." Unfortunately, there's a bit more to it for the Linux that's running on Chrome OS. Don't worry though. It only takes a couple of extra steps and you'll be crafting in no time. Before we install Minecraft, we need to install a couple of dependencies that are missing from the Linux system. To do this, we will open up our Terminal app from the Chrome OS app launcher and paste the following two commands. sudo apt-get install default-jdk sudo apt-get install libsecret-1-0 -y Once the installation is complete, we can move on to installing Minecraft. To install the Minecraft.deb file we downloaded, run the following command in your Linux terminal. If all goes as planned, you should see the Minecraft launcher pop up and begin the installation process. sudo dpkg -i Minecraft.deb You should now have a new app in your app drawer named "Minecraft Launcher." Just double-click that and wait for the game to load. You'll get a second popup when you try to log in. I've noticed that it is hit or miss on whether or not it will display. Simply click the icon on the shelf to minimize it and when you click it again, the login screen will appear. You can then log in with your Microsoft or Majong account. That's it for installing Minecraft on your Chromebook but there are a couple of things you need to do before you're ready to play. For some reason, Google has yet to implement pointer lock in the Linux environment. Therefore, you'll need to enable that using the pointer lock flag. Otherwise, you won't be able to turn 360-degrees while you're in-game. Annoying. You can also make sure that GPU acceleration is enabled while we're on the Chrome flags page. To start, head to chrome://flags and search "pointer lock." You should see a flag labeled #exo-pointer-lock. Enable that and then, search for GPU. Find the GPU acceleration flag and set that to enabled. Now, you're all set. You should be able to fire up Minecraft and play to your heart's content. Enjoy! Introducing Chrome Unboxed Plus – our revamped membership community. Join today at just $2 / month to get access to our private Discord, exclusive giveaways, AMAs, an ad-free website, ad-free podcast experience and more. $2/mo. after 7-day free trial Pay monthly to support our independent coverage and get access to exclusive benefits. $20/yr. after 7-day free trial Pay yearly to support our independent coverage and get access to exclusive benefits. Click here to learn more and for membership FAQ We already have a detailed tutorial on how to play Minecraft on Chromebook but it uses the Linux container of Chrome OS. Setting it up and installing all the required libraries is not everyone's cup of tea. Also, the Java edition of Minecraft does not work well on Intel-powered Chromebooks. So if you have an ARM-powered Chromebook and want to play Minecraft then this guide is for you. This method allows you to seamlessly install Minecraft Java Edition on ARM-powered Chromebooks through the Play Store. So on that note, let's jump to the guide and learn about the steps. Install Minecraft Java Edition on ARM-powered Chromebooks (2021) Before we begin, make sure your Chromebook has support for Play Store. School-issued Chromebooks won't be able to utilize this trick due to the lack of Play Store support. However, the best part is that you don't need to move to Developer mode. 1. First off, check whether your Chromebook is powered by an ARM processor or an Intel one. To learn that, open the Diagnostics app from the App Drawer and look for the processor info next to the CPU usage chart. If it shows Mediatek, Rockchip, or Snapdragon, then your Chromebook is ARM-powered. In my case, I have an Intel-based Chromebook. Since the Diagnostics app is still an experimental feature, you can rely on this handy Chrome app called 'Cog – System Info Viewer' (Free) to check hardware information. Developed by François Beaufort, a Google employee, the app shows the name of your CPU and architecture, memory and CPU usage, and more. 2. Then, install PojavLauncher (Free) from the Google Play Store to play Minecraft Java Edition on your Chromebook. 3. Next, open the PojavLauncher and log in with your Mojang or Microsoft account. In my testing, the Microsoft account was having issues, so try using your Mojang account if you face any hiccups. Also, you can try the "Login as offline account" option if other login methods don't work. You will have to enter a valid email address, though. 4. Once you have logged in, click the "Play" button. It will start downloading all the necessary files for Minecraft Java Edition and the Java Runtime Environment on your Chromebook. 5. Once the installation is complete, it will automatically launch Minecraft on your ARM-powered Chromebook. I then created a new world, and the game ran flawlessly. I was getting around 40-60FPS while playing the game, and WASD controls were also working fine. The only con is that there is a bit of input latency, but it's playable. 6. In case you have a laggy experience, click on the drop-down menu and choose version 1.12.2. It offers the best Minecraft experience on ARM-powered Chromebooks. 7. To fix the mouse input latency issues while playing Minecraft Java edition on your Chromebook, click on Settings and increase the mouse speed. That's it. Enjoy Minecraft on Chromebook Without Developer Mode or Linux So that is how you can play Minecraft Java Edition on your Chromebook without having to set up Linux or moving to Developer mode. I have played Minecraft using Linux on my Chromebook before, and I can say that the performance was on par. There is no mouse locking issue that we often face on the Linux version. Anyway, that is all from us. If you want to play Roblox on your Chromebook, then we have a dedicated guide for that as well. And if you run into any other issues, comment down below and let us know. We will try our best to help you out. Quick answer: Yes, you can play Minecraft on many Chromebooks. What was once an involved process has been made easy with the launch of a Minecraft Bedrock version made specifically for ChromeOS. The Chromebook version of Minecraft is still at an early access stage, but it can be purchased for about $13 as an upgrade or as a bundle with the Android version. Minecraft is a juggernaut of a game. It's played by millions of people of all ages worldwide, and it can be enjoyed on just about any platform you wish, thanks to a bunch of available versions. There's Java for PCs, Android for phones, and Bedrock for consoles and laptops. Minecraft is used as an educational aid, a way to de-stress, and a creative outlet. Best part? You can play any way you want and still have a great time. While you could almost always find a way to get Minecraft running on a Chromebook — whether with the more focused Education edition or by enabling Linux apps — the process has never been easier than right now. Mojang Studios, developer of Minecraft, launched an early access version of Minecraft's Bedrock Edition for ChromeOS in March 2023. This is the real deal, with cross-play support across platforms, marketplace access for those stylish Minecraft skins, and Realms support for multiplayer fun. The catch is that it's not available on all Chromebooks yet. Here's all you need to know about playing Minecraft on your Chromebook. The Education Edition of Minecraft has been around for a long time, and indeed many Chromebooks have the ability to run this version with correct licensing. The problem is that, with the Education Edition release, the standard Android Bedrock version of Minecraft was banned from running on ChromeOS even if your laptop supported Android apps. And with the Education Edition only available for Chromebooks with an Education license, the average person couldn't just download it and start playing. In the same vein, the Java Edition of Minecraft could be played on some Chromebooks, but only after enabling Linux apps and grabbing a specific file to install. The Java Edition didn't run particularly well on Chromebooks due to the higher demand for resources, but it was an option. At some point, Mojang recognized its mistake and fixed it by launching an early access Minecraft Bedrock version for ChromeOS in March 2023. Unfortunately, this testing phase has kinks to work out, and it's only available on select Chromebooks with the right performance hardware. Still, it's a great step in the right direction. Mojang has laid out a set of minimum required specs for Chromebooks to run the early access version of Minecraft: Your Chromebook must have at least an Intel Celeron N4500 CPU, Intel Core i3-7130U CPU, MediaTek MT8183 CPU, Qualcomm SC7180 (aka Snapdragon 7c), or an AMD Ryzen 3 3250C CPU; anything newer and faster will also work. In addition, it must be running ChromeOS 111 or newer. Your Chromebook must also have at least 4GB of RAM and at least 1GB of free space to install locally. Most of the picks in our roundup of the best Chromebooks hits these requirements, and the best Chromebooks for gaming can give you an even better experience. The fact that it will run on an MT8183 chip with 4GB of RAM means even some great budget Chromebooks will get the job done on the cheap. As long as your Chromebook hits these requirements, you should see the Chromebook version of Minecraft available in the Google Play Store. If you're sure your laptop can run the game but don't see the option to buy, try switching over to your Chromebook's onboard Play Store app instead of visiting it through a browser. Mojang is expected to make Minecraft compatible with more Chromebooks in the future, but for now, this set of hardware is best for testing purposes. There is not yet a date set for the full release. As always, anyone who gives this a try and runs into a bug should report it on the official Minecraft website. With a gorgeous 16-inch QHD+ display with 120Hz refresh rate, 12th Gen Intel Core P-series CPUs, quality audio, RGB keyboard, and sleek design, the Acer Chromebooks 516 GE is about the best option for crushing Minecraft. The current early access state of the Chromebook version of Minecraft is missing some updates and features as testing carries on. Mojang is expected to keep everything on par once the Chromebook version sees a full release. Because of the parity with other Bedrock versions, you can play Minecraft on your Chromebook while your friends play on other platforms, all within the same Realm. Buying Minecraft for ChromeOS does not mean you can only play with friends who also have a Chromebook. You'll also have access to the Minecraft marketplace, where you can buy new maps, themes, skins, and more. Mojang looks to be offering the Chromebook early access version of Minecraft for about $13. However, you can currently buy it only as part of a bundle or as an upgrade. Those who already have the Android version of Minecraft will pay the $13 upgrade fee, while those jumping in fresh will have to spend about $20 to get the Chromebook and Android bundle. When I checked, it informed me that because I already own the Android app, I would only have to pay the add-on cost. There was really no further hinting that I was buying Minecraft for ChromeOS. Once you've downloaded the game, you can launch it and sign in with a Microsoft account. From there, you're ready to play! "Minecraft: Bedrock Edition" is now available in early access for select Chromebooks. Grab it as an upgrade to the Android version or as a bundle with the mobile app. Chromebooks aren't the ideal Minecraft laptops, that's for sure. There's no web-based or Chrome app version of Minecraft, which is written in Java. But Chromebook owners aren't completely out-of-luck if they want to play Minecraft. If you're a big Minecraft player and you don't want to tinker, you probably won't want to play Minecraft on your Chromebook. But, if you're willing to tinker, here's how you can. Enable Developer Mode and Install the Linux Version Mojang's website makes it clear that Minecraft isn't officially supported on Chromebooks. If you do want to play Minecraft on a Chromebook, they recommend enabling developer mode and running Minecraft for Linux. Mojang says this "defeats the purpose of a Chromebook," which is sort of true. Installing a Linux system alongside your Chrome OS system adds additional complexity, and Chromebooks are supposed to be super-simple. However, if you're the kind of person who likes to tweak and mess with your system, installing Linux alongside Chrome OS can be a fun little adventure. You'll have access to both Chrome OS and a traditional desktop Linux system, and you can switch between them with a hotkey -- it won't even require a reboot. To do this, first put your Chromebook into developer mode and install a desktop Linux system with Crouton. Our guide to installing a Linux system on your Chromebook with Crouton will walk you through the process. Afterward, you can install the Java runtime on your Chromebook's Linux system, download Minecraft, and run it like you'd run any other desktop Linux program. Follow our guide to installing Minecraft on Linux for instructions. When you want to play Minecraft, you can fire up the Crouton system. You can then flip back and forth between the two different environments with a keyboard shortcut. It certainly isn't as convenient as Alt+Tabbing between Minecraft and your desktop operating system on a traditional Windows, Linux, or Mac desktop, but it's not too bad. Don't bother doing this on an ARM Chromebook. ARM Chromebooks like the Samsung Chromebook that was a big best seller don't offer graphics acceleration in the Linux environment, so Minecraft won't run well at all. It should run well on Intel-based Chromebooks, and those use Intel's integrated graphics so they should be well-supported by the integrated drivers. You shouldn't have to mess with installing proprietary NVIDIA or AMD drivers. The Minecraft for Linux option has been the only way to run Minecraft on a Chromebook, but there's now another option. Google's been developing an Android runtime for Chrome, and it's designed to allow any Android app to run on Chrome OS. The runtime is in development, and it only officially supports a handful of apps. But the Chrome community has leapt into action here. There's now a modified runtime named ARChon, and there are tools that will easily package up any Android APK into a Chrome app that can be installed on Chrome OS. Minecraft: Pocket Edition is available as an Android app, so it could theoretically be run on a Chromebook. This is an option, and it's one that will certainly get better as time goes on. With any luck, the Chrome runtime developers might even work with Minecraft's developers to officially package Minecraft's Android app for use on Chromebooks. Microsoft is in the process of buying Minecraft, though -- and their open disdain for Chromebooks might prevent this from happening. For now, you might try installing the ARChon runtime, and using a tool like ARChon Packager on your Android phone to take the Minecraft: Pocket Edition application you own on your phone and package it up for installation on your Chromebook. As of October, 2014, we were unable to get Minecraft: Pocket Edition working on a Chromebook. However, we found many people saying modern versions of Minecraft for Android wouldn't run under ARChon. Ideally, this will improve over time, as Google's goal it to get every Android application running under Chrome OS. The nice thing about this method, if it begins to work well, will be that Minecraft just runs in a window on your Chrome OS desktop with no Developer Mode fiddling. The problem is that it will just be the mobile Minecraft: Pocket Edition application, not the full version of Minecraft for desktops and laptops -- which is available on Linux. There's also the possibility of setting up a remote desktop system, running Minecraft on a desktop PC in another room, and streaming it to your Chromebook so you can play Minecraft in another room in your house. This is possible, but it probably won't work too well with the kind of remote desktop-solutions available for Chrome OS. Chrome OS can't function as a client for Steam in-home streaming or NVIDIA GameStream, which would be the ideal ways to stream Minecraft with less of a performance penalty. Image Credit: Kev