

Google phasing out support for Adobe Flash in Chrome; Joins Microsoft, Apple, and Mozilla in support of HTML5

Starting this month, Google will start blocking Adobe Flash content by default in its latest update to Google Chrome. With this update, Google joins Microsoft, Apple, and Mozilla in support of developers creating content in a newer format, HTML5. Google announced last month its plans for rolling out the changes gradually over the next few months, with all users having the changes by March.

HTML5 replaces Flash in several key areas of web development and will allow for a more secure, more efficient way of playing videos and listening to audio on the web. Flash has been a flexible, yet vulnerable, tool for web developers for more than a decade. However, malware developers have been able to use that flexibility to their advantage and Flash has become a security risk for users. Also, with HTML5, there is no need to update a third party plug-in like you had to with Flash to have a secure browsing experience, as HTML5 is built-in to all existing web browsers.

Starting now, you may be prompted to run Flash on a site-by-site basis for sites you have never visited before. Over time, the restriction will tighten based on your browsing activity. In October 2017, all sites will require user permission to run Flash.

If you have any questions about these changes, please feel free to contact your Support Specialist.