
Minimum Hardware and Software Requirements

Course Material

Course material (lessons, videos, quizzes, etc.) can be accessed through any recent HTML5-compliant web browser on any device. The recommended minimum versions and other device requirements are:

- **DEVICES:** Windows OS, Mac OS, Chromebook, iOS or Android tablets
- **BROWSERS:** Edge 42+, Firefox 58+, Safari 11+, Chrome 64+
- **INTERNET:** Any standard Internet connection

Hands-on Projects

The hands-on activities for many courses can be completed entirely within a web browser with no local software installation. Some courses rely on (or optionally support) locally installed or online development environments or application services to complete hands-on assignments, as described below.

Course	Local Software Installation	Supported Devices*
Tech Essentials Digital Savvy	None required (optional use of Microsoft Office)	Windows, Mac, Chromebook, tablets
Python Programming Computer Science Foundations Java Programming	None required (optional use of a local or online IDE is supported)	Windows, Mac, Chromebook, tablets
C# Programming	None required (optional use of a Visual Studio is supported on Windows)	Windows, Mac, Chromebook, tablets
Web Design	None required (local use of Notepad/TextEdit or optional use of a local or online IDE is supported)	Windows, Mac OS, Chromebook **
Unity Game Programming	Unity IDE 2022.30f1 (or later/current version)	Windows, Mac OS

* OS Versions: Windows 10+, Mac OS version 10.14+ (on Intel CPUs)

** Web Design can be completed on Chromebooks with the use of online text editors or IDEs