

VIDEO GAME DEVELOPMENT TECHNOLOGY REQUIREMENTS



Minimum Technology Requirements – First Four Weeks

To help you prepare to be successful, we've outlined below the suggested minimum technology requirements and recommendations for the **start block (first 4 weeks)** of the Video Game Development program.

Technology	Minimum Requirements & Recommendations
Device	Desktop or Laptop (Chromebooks are not considered an acceptable device)
CPU	Intel Core i3 or greater or AMD Ryzen and 1.6Ghz Clock Speed or greater
Internal Storage	128GB – 256GB Hard Drive with 40GB free space
Memory	4GB Memory (8GB recommended)
Web Browser	Google Chrome, Mozilla Firefox, Microsoft Edge (Internet Explorer and Safari are not suitable browsers)
Operating System	Windows 10 Home or MacOS 10.13 or newer (Linux, Windows "S mode" Windows 11 SE mode and ChromeOS are not compatible operating systems)
Screen Resolution	1920x1080 (1080p)
Accessories	Keyboard and Mouse; Webcam; and Microphone and Speakers (headset recommended)
Internet	15Mbps down/10Mbps up (minimum); 50Mbps down/10Mbps (recommended)

Minimum Technology Requirements- Core Video Game Development Modules- Required by «~EDT~UED:DateEquipmentRequired».

Technology	Minimum Requirements & Recommendations
Device	Desktop or Laptop (Chromebooks are not considered an acceptable device)
CPU	Intel Core i7 or AMD Ryzen 7 (6+ cores, 3GHz+ clock speed)
GPU	Dedicated NVIDIA GTX 1000 Series+ or AMD Radeon graphics card that is DirectX 12 compatible GPU with at least 6GB of VRAM
Internal Storage	500GB – 1TB Solid State Drive with 150GB free space. <ul style="list-style-type: none"> May need to procure additional external storage
Memory	16GB Memory
Web Browser	Google Chrome, Mozilla Firefox, Microsoft Edge (Internet Explorer and Safari are not suitable browsers)
Operating System	Windows 10 or Windows 11 Home (Linux, Windows "S mode" Windows 11 SE mode and ChromeOS are not compatible operating systems)
Screen Resolution	FHD Display - 1920x1080 (1080p)
Accessories	Keyboard and Mouse; Webcam; and Microphone and Speakers (headset recommended)
Internet	15Mbps down/10Mbps up (minimum); 50Mbps down/10Mbps (recommended)

Optional- Top Performance Technology Recommendations- Core Video Game Development Modules.

Technology	Minimum Requirements & Recommendations
Device	Desktop or Laptop (Chromebooks are not considered an acceptable device)
CPU	Intel Core i9 or AMD Ryzen 9 (8 cores, 4GHz+ clock speed)
GPU	Dedicated NVIDIA RTX 2000 or 3000 series or AMD Radeon 5000 or 6000 series graphics card that is DirectX 12 compatible with at least 8GB of VRAM
Internal Storage	2TB of total storage space with at least 500GB free on an M.2 NVMe drive
Memory	32GB+ Memory
Web Browser	Google Chrome, Mozilla Firefox, Microsoft Edge (Internet Explorer and Safari are not suitable browsers)
Operating System	Windows 10 or Windows 11 Home (Linux, Windows "S mode" Windows 11 SE mode and ChromeOS are not compatible operating systems)
Screen Resolution	WQHD Display – 2560 x 1440 (2k)
Accessories	Keyboard and Mouse; Webcam; and Microphone and Speakers (headset recommended)
Internet	15Mbps down/10Mbps up (minimum); 50Mbps down/10Mbps (recommended)

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To ensure the best learning experience, we recommend high-speed broadband internet connection. It is the students' responsibility to ensure they have access to a reliable internet connection and functioning computer. A prolonged lack of internet connection or access to a computer may result in non-completion of course work or participation in remote classrooms. We encourage you to communicate with your Campus Director should you not have access to a reliable internet connection and/or functioning computer.

To help determine internet speed, students may use their PC's web browser to visit <https://fast.com> and it will automatically determine the internet speed within seconds. Generally, results **greater than 15Mbps indicate a moderate speed, results greater than 50Mbps indicate a fast speed.** Internet connections with results **less than 15Mbps indicate slow speed.** To view these statistics, click on 'Show More Info'; speeds will show beside the 'Settings' section.

Students require a modern computer in good working condition that is equipped to view multimedia presentations (video and audio) with speakers/headphones and a webcam and microphone (either integrated or USB) to participate in class using software like Teams or Adobe Connect. Although not ideal, students may also use a desktop computer without webcam/mic if they have a phone or tablet to participate in remote classrooms.

Our learning environment is built around Windows 10 laptops and desktop PCs, as it is the most common platform used by our employers. Windows laptop users will have more functionality away from the classroom environment (e.g., MS Office learning via SAM/MindTap) resulting in a better experience when connecting remotely.

While an Apple Mac can be used, there are software programs that may not function the same as on a Windows platform. Students would be required to download additional programs in order to connect with our Windows-based environment. Apple Mac users may not have the same user experience and may have difficulties navigating certain course materials.

Laptops and PCs running Linux or ChromeOS (Chromebooks) are not considered suitable for participating in our programs.

We recommend that students have a personal dedicated laptop or desktop PC that is not shared with other users within their household. Having a personal dedicated laptop or desktop PC will ensure that students have the technology that is conducive to their learning at all times without disruption.