

Hardware and Software Requirements

Canvas and its hosting infrastructure are designed for maximum compatibility and minimal requirements. The following is a list of basic computer system requirements to use Canvas.

Screen Size

- Canvas is best viewed at a minimum of 800x600, which is the average size of a notebook computer. If you want to view Canvas on a device with a smaller screen, we recommend using the Canvas mobile app.

Operating Systems

- Windows 7 and newer
- Mac OSX 10.6 and newer
- Linux – ChromeOS

Mobile Operating System Native App Support

- iOS 7 and newer
- Android 4.2 and newer

Computer Speed and Processor

- Use a computer 5 years old or newer when possible
- 1GB of RAM
- 2GHz processor

Internet Speed

- Along with compatibility and web standards, Canvas has been carefully crafted to accommodate low bandwidth environments.
- Minimum of 512kbps

Screen Readers

- Macintosh: VoiceOver (latest version for Safari)
- PC: JAWS (latest version for Internet Explorer)
- PC: NVDA (latest version for Firefox)
- There is no screen reader support for Canvas in Chrome

Canvas is a Learning Platform that operates online. Since it's built using web standards, Canvas runs on Windows, Mac, Linux, iOS, Android, or any other device with a modern web browser. Students are required to have an Internet connection that will then permit them to login. Flash, Java plug-in and JavaScript are required.

Canvas supports the last two versions of every browser release. It is highly recommended to update to the newest version of whatever browser students are using as well as the most up-to-date Flash plug-in. Currently, the following versions of Flash and popular web browsers are supported:

- Internet Explorer 11 and Edge
- **Chrome 58**
- Safari 8 and 9
- Firefox 46 and 47 (Extended Releases are not supported)
- Flash 20 and 21 (used for recording or viewing audio/video and uploading files)
- Respondus Lockdown Browser (supporting the latest system requirements)

Canvas is built on open web standards and uses minimal instances of Flash, so most features are supported on mobile devices. Students can access Canvas from any browser on their Android/iOS device. However, mobile browsers are not supported, and features may not function as expected compared to viewing Canvas in a fully supported desktop browser. On mobile devices, Canvas is designed to be used within Canvas mobile applications (iOS 8.0+, Android 4.0.3+), which is free for download on both phones and tablets.

Some courses will also require additional software. Some examples include: Geometer's Sketchpad, Eclipse, Java SDK, Quickbooks, and more. Other courses may require additional equipment such as microphones, speakers or a camera. These will all be specifically referenced in the course outline.