

CANVAS TECHNOLOGY REQUIREMENTS

Canvas and its hosting infrastructure are designed for maximum compatibility and minimal requirements.

Operating Systems

Because it's built using web standards, Canvas runs on Windows, Mac, Linux, iOS, Android, or any other device with a modern web browser.

- 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
- Wireless connection is available on campus

Screen Readers

- Macintosh: [VoiceOver](#) (latest version for Safari)
- PC: [JAWS](#) (latest version for Internet Explorer 10 & 11)
- PC: [NVDA](#) (latest version for Firefox)
- There is no screen reader support for Canvas in Chrome

Screen Size

- A minimum of 1024x600. *If you want to view Canvas on a device with a smaller screen, we recommend using the Canvas mobile app.*

Web Browser

- **Internet Explorer** 11
- **Edge** 41-42
- **Chrome** 65 and 66
- **Safari** 10 and 11
- **Firefox** 59 and 60 (Extended Releases are not supported)
- **Flash** 28 and 29 (for recording or viewing audio/video and uploading files)
- **Respondus Lockdown Browser**

More information on how to update your browser here: <http://goo.gl/zJEsRl>

External Media:

- Webcam Required (Internal or External)
- Microphone Required (Internal or External)

Applications:

- Adobe Reader or Apple Preview (*To read PDF files*)
- Additional Media Players and plugins may be required: *QuickTime, Windows Media Player, GoToMeeting, ooVoo, Skype, or Real Player.* Some videos or content may also require the *Microsoft Silverlight plugin*, which is available as a free download.

For additional Canvas and education technology support, please contact:

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