

Required Hard- and Software

The studies require the use of a private laptop in class, which must fulfil the following requirements.

Internet: Sufficient internet access

Laptop

CPU: Quad Core Prozessor

RAM: Minimum 8 GB, required 16 GB;

Graphics: Minimum 2 GB graphics memory

Hard disk: Minimum 500 GB hard disk

Display: Display resolution of 1280 x 800 pixels or higher;
required 16"-17" laptop screen

Operating system: from Windows 10 or MacOS El Capitan or higher

External devices Mouse, Headset, Built-in or external camera for online classes

Software

Microsoft Office Will be provided by Macromedia.
(You can find the link to download in our ServiceHub)

Adobe Suite: A full subscription will be provided in artistic courses¹ of study.
(You can find the link to download in our ServiceHub)

Logik Will be provided by Macromedia in digital music production courses
of study
(You can find the link to download in our ServiceHub)

The notebook should also be protected by up-to-date anti-virus software.

Please make sure that your notebook is provided with the latest updates.

If one or more of these conditions are not fulfilled, the courses cannot be attended to the required extent for this reason.

¹ B.A. Design, B.A. Fashion Design, B.A. Game Design & Development, B.A. Film

Study programme FILMMAKING

External devices: External hard drive (min. 2 TB)

Headphones for sound editing/post-production

Study programme GAME DESIGN und DEVELOPMENT

Hardware Operating system: Windows 10 and 11, 64 bit version only;
Processor CPU: X64 architecture with SSE2 Instruction Set Support
Intel Core i3 - i9 - Intel processor i3-i9

External graphics card: DX10, DX11 and DX12-capable GPUs (min. 2GB,
OpenGL 4.3 - rec. 8 GB); GeForce; usually Nvidia GeForce graphics
card

External devices: Graphics tablet min Din. A5 - rec. Din A4

Study programme DIGITAL TECHNOLOGIES & CODING

Software: Further software and licenses are provided by the university.

Study programme DIGITAL MUSIC PRODUCTION

Hardware In/Output DAW (e.g.: Focumente)