

Required Hardware and Software

The programme requires the use of a personal laptop for classes, preparation and follow-up work, self-study and online examinations. Online examinations also require the use of a personal smartphone. The **following minimum requirements** must be met:

In general

Antivirus	Up-to-date antivirus software
Internet	Adequate internet access for laptop and smartphone
Smartphone	Internet-enabled Edge or Google Chrome browser (in each case latest version), Camera

Laptop with camera and built-in microphone

CPU	Quad-core processor
RAM	Minimum 8 GB, 16 GB recommended
Graphic	Minimum 2 GB graphics memory
Hard drive	Minimum 500 GB hard drive (FF 2 TB), Minimum SSD
Display	Screen resolution of 1280x800 pixels or higher, a 16'-17' laptop screen is recommended
Operating system	As of Windows 11 resp. MacOS Sonoma
External devices	Headset and external mouse recommended
Software	Microsoft Office is provided by the university, Special software and licences required for individual degree programmes are provided by the university as needed

In addition to the above requirements, the following **degree programmes require:**

Game Design and Development

Graphics tablet	For example: Wacom One by Wacom (CTL-672-N) pen tablet, with pressure-sensitive pen, suitable for Windows, Mac & Chromebook, size M
Laptop	Process CPU: X64 architecture with SSE2 instruction set support Intel Core i3 – i9
External graphics card	DX10, DX11 and DX12-capable GPU (min. 2GB, Open GL 4.3 – recommended 8GB); GeForce; no on-board, usually Nvidia GeForce graphics card
RAM	Minimum 16 GB

Digital Music Production

Hardware	PC or Mac that meets the system requirements for the current version of Cubase Artist (see system requirements for Steinberg products, online)
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Psychology

Recommendation	Windows instead of Apple operating system due to potential compatibility issues with experimental software used in studies
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