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 sytem:	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 courses[1] 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.

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[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)