TECHNOLOGY REQUIREMENTS:

Minimum Hardware Requirements

- Microsoft Windows PC or Apple Mac
- 2 GHz Processor
- 4GB of Memory (RAM) Recommended 8 GB
- 30GB of free storage space
- Webcam and headset microphone

*Chromebooks are unsupported for UC/UGST Online use.

Minimum Software Requirements

- Word Processing application to save and open Microsoft Office formats (.docx, .xlsx, .pptx)
 - Microsoft Office 2016 or higher
- Adobe Acrobat Reader to view PDF files
- A browser with current HTML coding to view videos, tutorials, and other media content
- Anti-Virus Software to scan files and emails on your computer

Mac Software Requirements**

- · Mac OS 10.13 (High Sierra) or Higher
- One of the following internet browsers for accessing and navigating UC/UGST University sites:
 - Firefox
 - Chrome
- Apple QuickTime

*Chromebooks are unsupported for UC/UGST Online use.

Windows Software Requirements**

- Windows 10 (Current Patches and Updates)
- One of the following internet browsers for accessing and navigating UC/UGST University sites:
 - Microsoft Edge (Current Release)
 - Firefox (Current Release)
 - Chrome (Current Release)
- Windows Media Player

Access Your Online Courses

UC/UGST Online uses Canvas as its learning management system. This easy-to-use system allows you to access your courses anywhere and is mobile-friendly.

To access your courses, simply log into Canvas using your Urshan username and password.

Need Technical Assistance?

Email the IT Helpdesk Team Members at ithelpdesk@ugst.edu

- * Specific courses or programs may have additional requirements as noted in the course syllabus
- ** Mobile devices can also be used with UC/UGST sites and courses. However, students are required to have a computer with full Windows or MacOS operating system to ensure access to all sites, tools, and resources used by the UC/UGST campus.
- *** UC/UGST students are responsible for arranging the hardware necessary to complete coursework, e.g. for listening to or recording audio, viewing or recording video, and/or participating in web conferencing (synchronous or asynchronous).