Technical Requirements: Cox College

Cox College utilizes Canvas Learning Management System for all courses. For best performance, Canvas should be used on the current or first previous major release of Chrome, Firefox, or Safari (Macintosh only). Canvas runs on Windows, Mac, iOS, Android, and tablets with a modern web browser. *Search for the Canvas APP on your smart phone.

Google Chrome is the preferred browser for Canvas however, *Chrome books are discouraged due to additional technologies that are not compatible*.

Your computer operating system should be kept up to date with the latest recommended security updates and upgrades. You can verify that the browser you are currently using is up to date by using the browser checker tool here https://community.canvaslms.com/t5/Canvas-Basics-Guide/What-are-the-browser-and-computer-requirements-for-Canvas/ta-p/66

Internet Access

Access to high speed internet is an expectation of both student and staff. Internet speeds are measured by how much data your internet connection can transfer per second. The internet speeds you see in Mbps measure the rate at which a provider delivers internet data to and from your home (commonly referred to as download speed). Data also goes in two directions, so *each internet connection will have download speeds and upload speeds*. A household broadband guide can be found here (medium to advanced service is recommended with a minimum download speed of 25mbps, and upload speed of 5-10mbps). *Satellite internet can cause interruptions when using Canvas and is not recommended.
If your Internet connection includes an accelerator or turbo feature, we recommend that you turn it off.

Respondus Monitor/ LockDown Browser

Cox College utilizes this third-party software for online testing. A web camera and microphone are required. Lock Down browser is a proprietary web browser that will be used only during testing. Respondus Monitor utilizes your web camera to monitor your online testing environment.

The software will download at the beginning on your first test, or may be downloaded here:

Windows: 10* and 11*. (Windows 10S and 11S are not compatible operating systems), Must have 4GB RAM and 200 MB of free hard disk space
Mac: macOS 10.13 to 13+, Must have 4GB RAM and 200 MB of free hard disk space
iOS: 11.0+ (iPad only with faculty approval).

Respondus Technical Requirements:
https://support.respondus.com/hc/en-us/articles/4409604102171-What-are-the-system-requirements-for-Respondus-Monitor-
Respondus Troubleshooting: Help Center https://web.respondus.com/student-help/

*Additional information concerning this technology can be accessed within your Canvas Training Course.

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Canvas Studio

Cox College uses Canvas Studio for video recordings within assignments. The Studio interface can be found within Canvas and is optimized for desktop displays. It is not officially supported on mobile browsers.

- Use a computer 5 years old or newer when possible
- 1GB of RAM
- 2GHz processor

Additional Recommended Software

- Adobe.com (Acrobat Reader) https://www.adobe.com/
- JavaScript (must be enabled to run Canvas) https://java.com/en
- VLC audio/video player
- iMovie for Mac Users or Windows Movie Maker for PC
- Current Anti-Virus software recommended*

Email Accounts

- Cox College provides an email account to receive communications from college services (students are expected to check their college communication tool regularly).
- Cox College provides an additional inbox within Canvas to communicate with your instructors.
- Use the recommended browsers for accessing your email

Nursing ATI

Some undergraduate courses will utilize this third-party application to complete online simulation and testing. Please refer to the technical requirements here.

Technical Agreement

Cox College Technology Usage Agreement

Faculty, Staff and Students of Cox College are privileged with the opportunity to sign out technology provided by the college to enhance the learning experience when necessary. Technology is the property of the college and will be used in accordance with this Technology Usage Agreement:

"Technology", as referred to throughout this document, refers to iPads, computers, printers, audience response systems, presentation remotes, and all associated peripherals.

- Technology will remain in its protective case, if available, whenever possible.

- The identifying serial number sticker (or C#) on the technology will not be defaced, damaged or removed.

- The borrower may be responsible for loss or damages to the technology while in his/her possession or use.

- Users will not attempt to circumvent security measures on technology.

- Technology should not be removed from campus without prior approval.

- Technology may only be borrowed on a day-to-day basis.

- Users must be certain to sign out of any personal accounts when finished using technology and must return to the configuration it was received in, should any changes be made during use.

- Technology shall be returned immediately upon request.