

Canvas Technical Requirements

This is a list of basic computer system requirements to use Canvas. It is always recommended to use the most up-to-date versions and better internet connections. Canvas will still run with the minimum specifications, but you may experience slower loading times.

Computer Specifications

Canvas and its hosting infrastructure are designed for maximum compatibility and minimal requirements.

Screen Size

- A minimum of 1024x600. That is the average size of a notebook. You probably won't want to view Canvas on a smaller screen than that.

Operating Systems

- Windows XP SP3 and newer
- Mac OSX 10.6 and newer
- Linux - chromeOS

Mobile OS Native App Support

- iOS 5 and newer
- Android 2.3 and newer (coming soon!)

Computer Speed and Processor

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

Internet Speed

- Along with compatibility and web standards, Canvas has been carefully crafted to accommodate low bandwidth environments.
- Minimum of 512k

Screen Readers

- The latest versions of JAWS and VoiceOver

Notice* Canvas recommends a minimum bandwidth of 512K which is basic DSL. Dial-up internet access is longer a viable option for online learners.

Which browsers does Canvas support?

Because it's built using web standards, Canvas runs on Windows, Mac, Linux, iOS, & Android or any other device with a modern web browser.

If you are interested in **minimums** here they are:

- **Internet Explorer 8**
- **Chrome 19**
- **Safari 5**
- **Firefox 12**
- **Flash 9** (if you want to use the audio/video recording or viewing feature, the Chat feature or upload files)

But rather than focusing on minimums, we highly recommend updating to the **newest version** of whatever browser you are using as well as the most up to date Flash plug-in.

Other Notes:

Flash is required in several places in Canvas: media recording/streaming and viewing, chat, and uploading files to a course or an assignment. Other than these features, Flash is not required to use most areas of Canvas.

The Java plug-in is required for screen sharing in Conferences. Otherwise, there are no other browser plug-ins used by Canvas.

The Canvas UI was optimized for desktop displays, small form factors such as phones may not be as pleasant to use Canvas with. We recommend trying out our Mobile App (instructure.com/mobile[Links to an external site.](#)) if you are on an iPhone or have an iPad.

There are only 2 hard requirements:

You have to have JavaScript enabled in your browser.

No IE 6 or 7, they're just too old to be able to do the interactive things Canvas does.