Many of the required classes for computer science, information technology and game development programs are CSC courses. Some of these require intensive programming.

Options
A personal computing device is recommended but not required. A laptop is not required but is often preferred by many students for the portability. Some students have used tablets in the past for all their work and is fine for taking notes, checking email, etc. A tablet or Chromebook is not recommended for CSC courses.

Around Campus
Most CSC classes are taught in computer classrooms with Windows desktop for each student. There are plenty of computer labs around campus for student use, both in residence halls and academic buildings. The Computer Science and Information Technology Department has a limited number of laptops (Windows and Mac) available for short-term student use. The library also has some laptops available that can be checked-out by students for use in the library.

Recommendations
Most current desktops and laptops have sufficient processing power and storage (hard drive) space.
- Storage: Students will have access to Microsoft OneDrive for cloud storage.
- RAM: The one aspect you want to consider is memory – do not go light on memory; that is the area where you may want to consider spending some extra money (to add more memory). It is suggested you purchase a device with at least 12 GB RAM (memory), but at least 16 GB would be preferred.
- WiFi: required
- Camera & mic: strongly recommended
- Operating system: can be Windows, Mac or Linux. The majority of computer science faculty and students use Windows devices, but some also use Mac and Linux. Most of the CSC classes use open source software, which is available for all operating systems. A few may require specific software depending on the course and instructor. There are many labs around campus that have the necessary software if your personal device doesn't support it.

For students in the Game Development program, you may want to consider adding a high-end graphics card for the game development and animated arts courses.