



BYOD Technical Specifications

About This Document

This document outlines the minimum hardware and software requirements for all BYOD eligible devices. Please note that this document will change on a yearly basis as hardware and software requirements change, and as we adapt our BYOD policy to current course offerings.

Minimum Operating System / Software Requirements



Mac OS

- Minimum version: Mac OS Mojave 10.14
- Support period: Expires November 30 2021
- Up-to-date Antivirus software installed: Bitdefender, Sophos, etc.



Windows

- Minimum version: Windows 10
- Support period: Expires October 14, 2025
- Up-to-date Antivirus software installed: Bitdefender, Kaspersky, etc.



Chrome OS

- Latest version
- Must be within the Auto Update Expiration threshold:
<https://support.google.com/chrome/a/answer/6220366?hl=en>

Security updates must be run regularly and the device kept up-to-date.

General Specifications

- Lightweight / Portable / Durable
- Long Battery Life (7+ hours)
- Minimum of 4GB of RAM (8+ preferred)
- Fast start-up time (Solid State Drive highly recommended)
- Responsive performance
- Working headphones and/or headphone jack (required for classroom use; see "Accessories" for details)

Primary Devices

A primary device needs to have the specifications and ability to support all software suites needed throughout a student's academic career at the Academy.

Please note that the Academy does not endorse any specific product, brand, or model of devices. The examples listed below are meant as a reference for parents who are interested in the BYOD program and potentially purchasing or providing a device for their student.



Apple

- MacBook, MacBook Pro
- MacBook Air



Windows Hardware

- Lenovo Yoga Series, ThinkBook Series*
- Microsoft Surface Series

* = Many Windows laptop manufacturers (e.g. Acer, Samsung, HP, Dell, etc.) provide an assortment of regular, ultra-portable, and hybrid laptop solutions that would be suitable for the Academy's BYOD Requirements.

Secondary Devices

If you wish, your student's primary device may be augmented by a secondary device.

This type of device is used to augment a student's learning experience at the Academy, and is usually a touch device, ultraportable, or tablet with a wide range of functions, but without the capacity to support every tool / software suite needed throughout a student's academic career at the Academy.



Chromebooks

- Google Pixelbook Go (High-end)
- Samsung Chromebook Pro (Mid-range)



Tablets

- Apple iPad
- Samsung Galaxy Tab

In most cases, devices considered to be "secondary devices" will not be suitable for use as a student's primary device. For details, contact the IT Infrastructure Manager.

Mandatory Software

The Academy has several software requirements that are needed on a BYOD device to meet the needs of every course:

- [Google Chrome](#) (including extensions as needed - e.g. Read & Write Pro)
- [Google Drive](#)
- Additional Software Required or Recommended by IEP / Student Profile

Specialized Software

Some classes at the Academy will require specialized software (see examples below). BYOD-enrolled students enrolled in these classes are required to install these applications on their devices throughout their time in that class. If that is not possible, the student will be required to use a school-owned device for the class in question. Software alternatives will be considered on a case by case basis. Examples of specialized software used at the Academy include:

- Adobe Creative Suite (Photoshop, Premiere)
- Sid Meier's Civilization IV
- Minecraft

Accessories

All BYOD-approved devices must provide students with the ability to use headphones. Students are welcome to pair their device with headphones of their choosing, as long as they are available and in working order for every class. Alternatively, students are welcome to use the Academy's supply of headphones, though they require a headphones jack.

Accessories like a microphone (often paired with headphones) and a mouse should be considered depending on the student's needs and preferences. Headphones with a good-quality microphone, for example, are vital tools for accessing speech-to-text applications.



Headphones + Microphone

- Wired or Bluetooth Headphones
- Headset with Microphone



Mouse

- Wired Mouse
- Bluetooth Mouse