

Learning@Europe



Technical requirements

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Technical Requirements

This section describes the equipment needed to participate in a Learning@Europe experience.

During each of the 4 online cooperative sessions, every class will need at least **3 personal computers** and a good **Internet connection**.

2 of these computers will be used to navigate in a **3D virtual world**, and require accelerated graphic cards (see below for details).

The third computer will be used for a parallel **chat room**, and does not need an accelerated graphic card. If available, an **additional computer** can be used for writing in the chat. This allows a larger number of students to take part “hands - on” in the session.

If available, we suggest connecting a **projector** to one of the computers: it’s easier for the class and the teacher to follow what is going on in the 3D world and in the chat.

Please accurately check the computers you will use for taking part in L@E, and verify that they meet ALL the requirements specified below before applying. While we are prepared to deal with most emergency situations, one computer with systematic technical problems can ruin the experience of all the four schools involved.

Therefore, we will contact you before your final registration to perform an online **technical test**. You will thus be able to check whether L@E virtual environment can actually be accessed from your school’s computers, before making any final decision concerning registration.



TECHNICAL REQUIREMENTS

- Operating System: Microsoft Windows 2000, Windows XP
- Internet Browser: Microsoft Internet Explorer 6.0, or higher
- Processor: Pentium IV 1.5 GHz, or higher
- 256 MB Ram or more
- [on 2 computers] 3D Accelerated Video Card, with at least 32 MB of video memory onboard
- ISDN or ADSL broadband connection, capable of simultaneous multiple usage, at a minimum of 2KByte per second inbound and at 1 KByte per second outbound **for each computer**
- Screen resolution: 800 x 600 or 1024 x 768

Important!

During cooperative sessions, 3 to 4 computers must access simultaneously L@E online virtual environments. This requires a school network that accesses the Internet via a **common gateway**.

If you use a **firewall**, please ensure that the **TCP port 1935** and **8080** are open.