## **SOFTWARE AND EQUIPMENT**

# The following lists show the basic and optimal software and equipment requirements for using TORSH Talent in a classroom.

PLEASE NOTE: The only required equipment needed to use TORSH Talent is a video camera, internet access, and a computer.

#### **Basic Implementation:**

- Any Camera with video capture capability (e.g., point and shoot, flipcam)
- Any Computer with internet access
- The most recent versions of Google Chrome, Mozilla Firefox, or Apple Safari (Internet Explorer does not work well with TORSH Talent)

This implementation WILL require the user to manually download the video to their laptop or desktop and then manually upload the video to TORSH Talent.

#### **Optimal Implementation:**

- Any iOS phone or iPad operating iOS 6.0 or higher
- Any Android phone or tablet operating Android 4.0 or higher with the following screen sizes and densities: Normal, Large, Extra Large, mdpi, hdpi, xhdpi, xxhdpi
- The TORSH Talent app for iOS or Android which the user will download to their iOS or Android device
- Wireless internet access
- Any laptop with a built-in camera
- Most recent version of Google Chrome, Firefox, or Safari
- Tripod or stand for camera/phone

This implementation WILL NOT require manual download or upload. As soon as the video is captured, the TORSH Talent app will automatically upload.

## **Typical Classroom Set-Up for Video Capture:**

- iOS/Android device or camera propped in the back of the classroom
- Wifi to allow uploading with the TORSH Talent app
- Computer with internet access to use TORSH Talent's sharing and annotation features

### **Optimal Classroom Set-Up for Great Video Capture:**

- iOS or Android device with the TORSH Talent app to automatically upload captured videos
- Tripod or stand to easily record high quality hands-free video of entire classroom sessions
- Bluetooth microphone to capture higher quality audio
- WiFi to allow uploading with the TORSH Talent app
- Computer with internet access to use Talent sharing and annotation features