

Kid's College Internet Bandwidth Requirements

Initialization

The first time that Kid's College is run on a given computer a core set of program files is downloaded over the Internet. This is referred to as "initialization". The program files are downloaded during login and also when the student takes their first turn at a sport.

The bandwidth required for each user during initialization phase is 52 kbps (52,000 bits per second).

In order for each copy of Kid's College to initialize without any delay, a 20-computer lab would, for example, require available Internet bandwidth of 20 x52 kbps, or 1 Mbps (1 million bits per second).

If your connection doesn't provide the necessary bandwidth, a simple approach to avoiding delays is to stagger the student logins (waiting 5 minutes or so between groups of students).

(Note: In order to ensure that these files are only downloaded once per computer, the browsers must be set to cache "Automatically" and enough disk space must be allocated for all cached files.)

Normal Operation

Much less bandwidth is required for normal operation, once the one-time initialization is complete:

- For Kindergarten and First Grade students, 10 Kbps is required for normal operation
- For all other grade levels, 1 Kbps is required

(Kindergarten and First Grade require more bandwidth because the program plays audio voice-over of the questions being read aloud.)

Local Installation

The normal bandwidth requirement can be reduced to 1 Kbps for all students (including Kindergarten and First Grade), and the initialization phase can be completely eliminated, by installing Kid's College locally, either on a network server or on each individual PC. Contact Learning Through Sports to request a local installation CD.