# Planning Startup 

Choosing the technology is always a challenge. The approach you are using and budget available will all take their toll. You also need to think about what devices will suit your learners' experience more (i.e. will they learn on a laptop, but have tablets at home)?

| Static Devices |  |  |  |
| :---: | :---: | :---: | :---: |
| Device | Pros | Cons | Aprox Cost |
| Desktop Computer | Powerful and can do almost anything; a technician can 'upgrade', rather than replacing, when it becomes old; easy to connect to printers, cameras etc. | Bulky; only works in one place and requires a number of power sockets; you need to be able to use a mouse or track-pad | $\begin{aligned} & \text { £500- } \\ & £ 2000 \end{aligned}$ |
| Mobile Devices |  |  |  |
| Device | Pros | Cons | Aprox Cost |
| Tablet | Extremely portable; touchscreen is easy to use; un-intrusive, apps designed for simple mobile use | Smaller screens than laptops; harder to customise | £100-£700 |
| Smart Phone | Very portable; has full phone functionality | Very small screen; hard to customise; doesn't work on some websites; hard to type | Free on some contracts £300+ |
| Laptop Computer | Powerful and can do almost anything; portable; big screen | Unlike its desktop cousins it can't easily be upgraded; portable but often heavy; you need to be able to use a mouse or track-pad | $\begin{aligned} & £ 300- \\ & £ 2000 \end{aligned}$ |
| Netbook Computer | Small and portable, but keeps most of the power of the laptop | Not as good for complex tasks like data or video editing; smaller screen, worse sound than laptops | £150-£350 |

## BYOD

Bring Your Own Device is now common in work and education, so you can be certain that some learners will bring, or will want to bring, their own devices. Having said that, you can also be certain some learners will not have access to their own devices. This may fit in with or go against your preferred method of delivery, so it is worth considering how to approach both cases beforehand.
The learner cards in these toolkits are designed to work on as many devices as possible.

