School of **Computing, Engineering & Digital Technologies**

Learning Resources & Facilities

Teesside University

Contents

Introduction

The School of Computing, Engineering & Digital Technologies at Teesside University is a centre of excellence across engineering, computing, games and animation, media, communications and the digital arts.

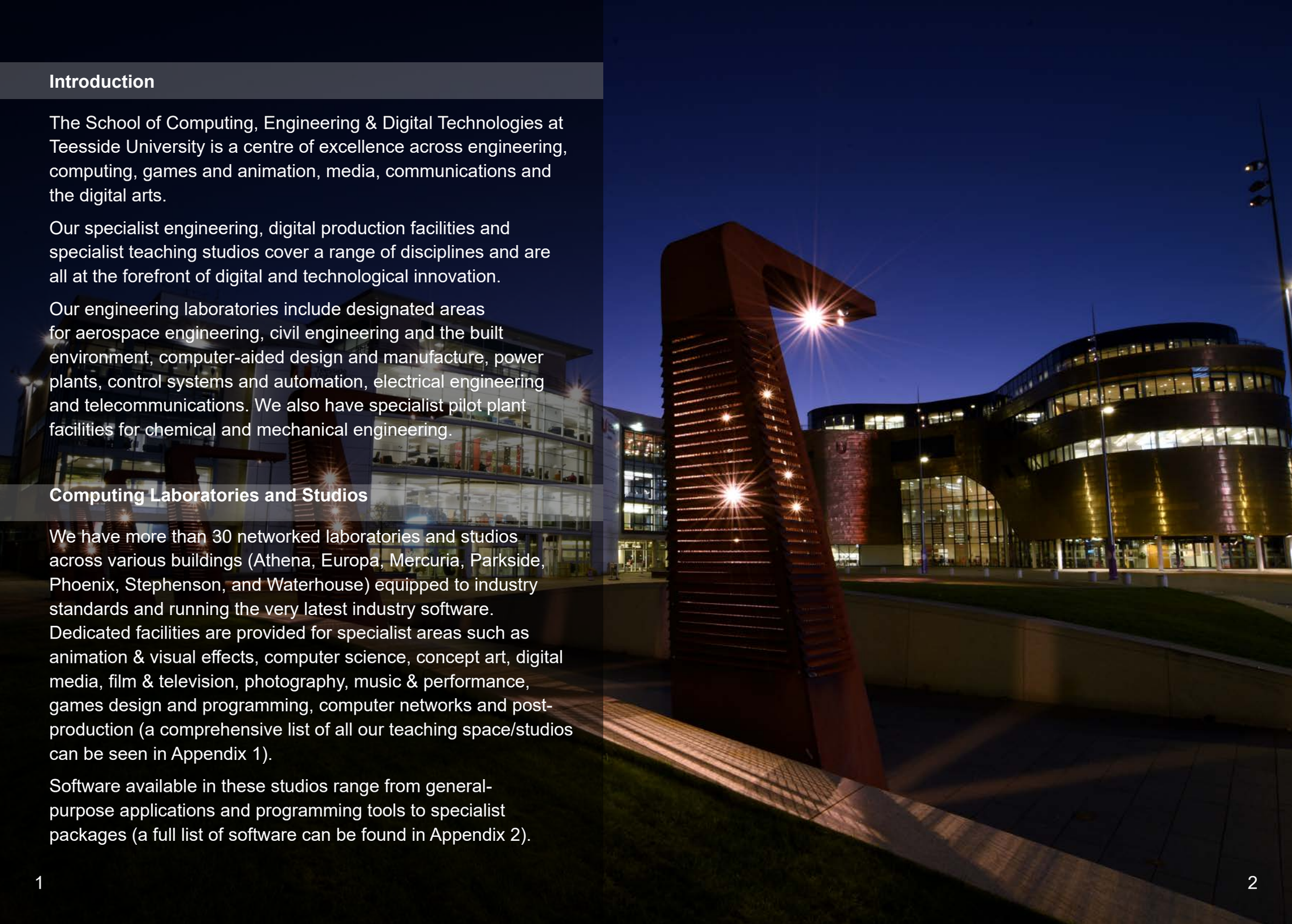
Our specialist engineering, digital production facilities and specialist teaching studios cover a range of disciplines and are all at the forefront of digital and technological innovation.

Our engineering laboratories include designated areas for aerospace engineering, civil engineering and the built environment, computer-aided design and manufacture, power plants, control systems and automation, electrical engineering and telecommunications. We also have specialist pilot plant facilities for chemical and mechanical engineering.

Computing Laboratories and Studios

We have more than 30 networked laboratories and studios across various buildings (Athena, Europa, Mercuria, Parkside, Phoenix, Stephenson, and Waterhouse) equipped to industry standards and running the very latest industry software. Dedicated facilities are provided for specialist areas such as animation & visual effects, computer science, concept art, digital media, film & television, photography, music & performance, games design and programming, computer networks and post-production (a comprehensive list of all our teaching space/studios can be seen in Appendix 1).

Software available in these studios range from general-purpose applications and programming tools to specialist packages (a full list of software can be found in Appendix 2).



Aurora House

Aurora House offers staff and students access to technical support for our programmes and facilities, our kit hub (and online equipment/ resource booking system), specialist Media production facilities, our TU-Can digital studio, TU-Xtra broadcast studios and our in house research and developer team.

The facility boasts a range of specialist media facilities too, including; television studios, radio studios, post-production video/ audio editing facilities and equipment hire.

Aurora House Television Studio

The larger of our two TV studios provides a live High Definition TV broadcast studio environment and vision gallery. The studio floor is equipped with three broadcast cameras, Autocue hoods, a motorised Jib Arm, LED lighting rig, chroma green screen capability and a soundproof audio booth.

Our live TV studio is equipped with the Tricaster studio control software and manages the various live camera feeds from the studio floor, can produce virtual sets (using green screen keying), takes external online sources and can connect with our second TV studio (located in the Athena Building). All this hardware and software combined, allows users to produce high-end ambitious live broadcasts that can be streamed to various online sources (including YouTube and Facebook live).

TV News Studios

Our HD TV News Studios provide students with a live multi-camera production environment, allowing for live streamed broadcasts. Utilising the Tricaster system, our HD studios comprise a studio production gallery, audio gallery (complete with post production audio editing facilties), a voice-over booth and a live studio floor equipped with three cameras.

Sound Stage & Recording Studios

Located in the Phoenix Building is our state-of-the-art two-storey soundstage measuring 8m x 6m as well as a professional Sound Recording Studio which are among the best in the UK.

We have a top class, track based computer controlled camera system which is capable of creating amazing visual effects – from simple crowd duplications, to highly detailed complex artificial live action sequences.

Ground Floor Post-Production & Colour Grading Suites

Aurora house offers six self-contained post-production edit suites, complete with air-conditioning. These individual suites provide students with a comfortable space to complete post-production projects. These suites are bookable via the Facilities and Resources page (https://scedt-apps.tees.ac.uk).

Each suite comprises of an iMac, 40-inch UHD monitor and stereo sound system.

Post-Production software includes:

- Adobe Creative Suite
- Final Cut Pro X
- Davinci Resolve

Students have access to shared network storage across all our Media PCs and Macs in the form of EditShare. This allows the user to open, edit, playback and render large media files on any connected workstation in Aurora house, the Athena TV studio, and the Athena EditShare studios. Students are provided with this shared space for the duration of their programme of study.

Three of our ground floor edit suites incorporate a Colour Grading facility. These studios accommodate video editing, post-production, compositing and colour correction. It can then be encoded and mastered into as many formats needed for delivery, such as H.264 for Blu-Ray or DCP for cinema.

Aurora House Reception - Kit Hub

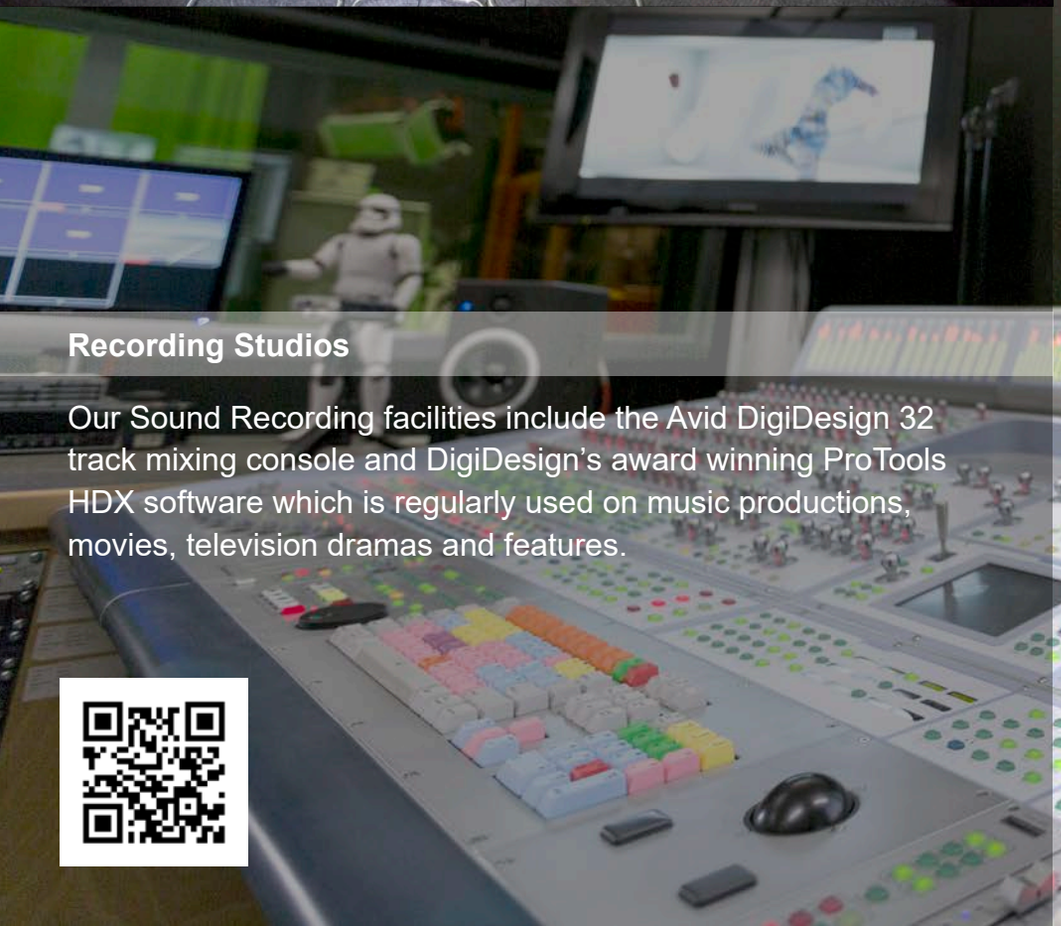
Our main reception and Kit Hub is where students and staff come to collect any bookable equipment and resources available within the school. We offer a wide array of industry standard broadcast media and computing equipment. All equipment is made available through our online booking system, Connect2 (https://scedtbookings.tees.ac.uk). Before collecting any kit, students are required to complete an online risk assessment, which is authorised by a tutor. The technical team are also on hand in the reception area of Aurora House. Here you can ask for assistance with software and hardware, book tutorials or any other support needs you may have.

TU-Xtra Radio Studios

Two radio studios provide broadcast for tuxtra.co.uk, the campus online media platform, developed to support media programmes across the school. TU-Xtra broadcasts 24/7 during term time.

There are three studios. Studios 1&2 provide live broadcasting and newsgathering while Studio 3 manages scheduling and automation for broadcast.

Studio 1 contains two live PTZ cameras, allowing the radio studios to become live TV studios, which are vision mixed from a production gallery in studio 2 using the Tricaster system. Each of the studios is complete with Industry standard radio playout and scheduling software. Studios are complete with four microphone channels, telephone lines, playout software, newsgathering and automation software, CD decks and Aux inputs. Each studio is connected to allow for simulcast broadcasting.

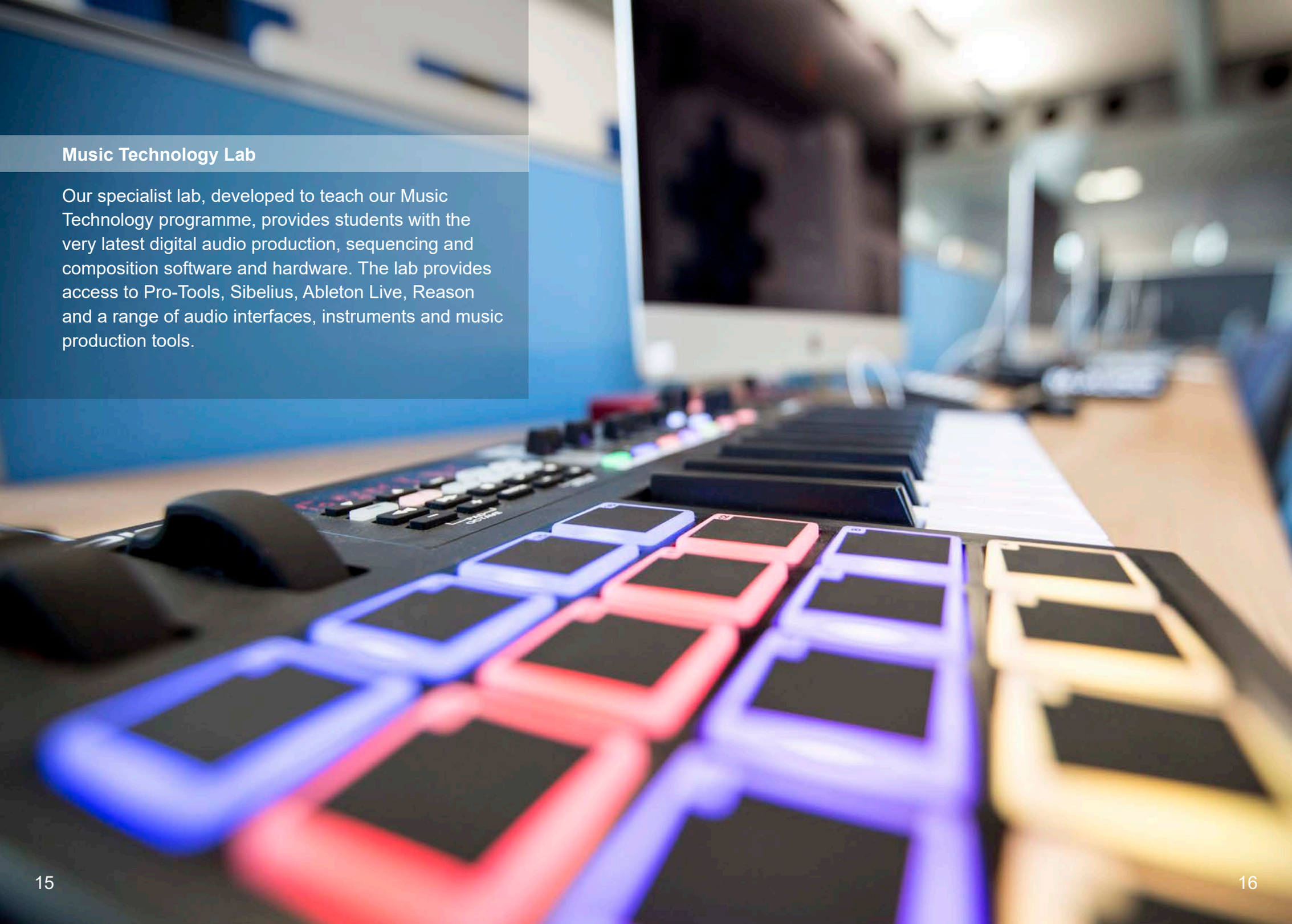


Recording Studios

Our Sound Recording facilities include the Avid DigiDesign 32 track mixing console and DigiDesign's award winning ProTools HDX software which is regularly used on music productions, movies, television dramas and features.

Music Technology Lab

Our specialist lab, developed to teach our Music Technology programme, provides students with the very latest digital audio production, sequencing and composition software and hardware. The lab provides access to Pro-Tools, Sibelius, Ableton Live, Reason and a range of audio interfaces, instruments and music production tools.

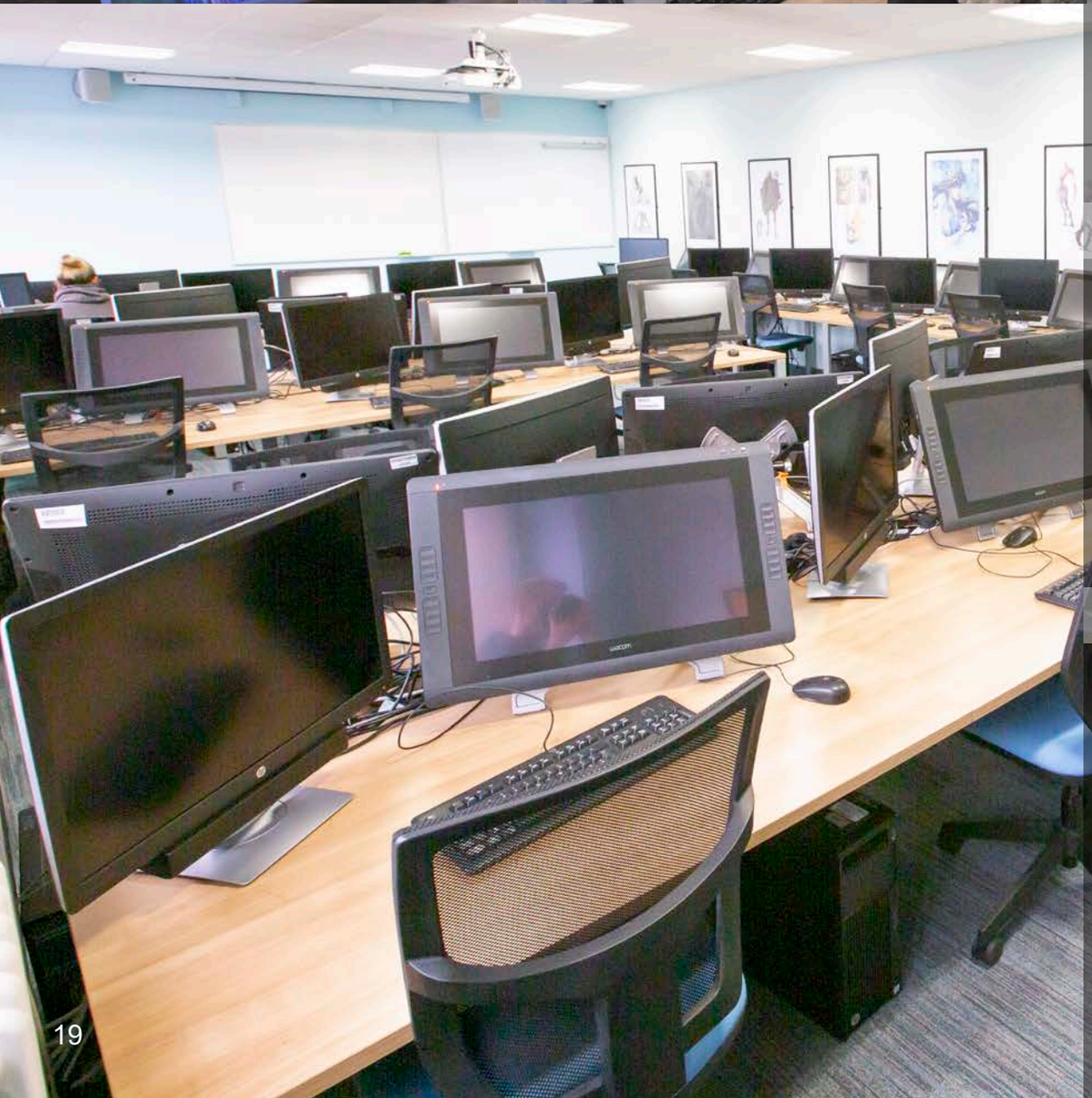


Newsroom

The Convergent Newsroom provides students with a live ‘newsroom’ teaching environment. Workstations are equipped with shared network storage utilising the Editshare network and have access to the latest video, audio and web editing platforms.

Video Production Mac/PC lab

This Mac/PC lab, offers a range of video and audio production software. Equipped with shared network storage, students can access and edit video and audio projects. Workstations are equipped with the Adobe Creative suite and Final Cut Pro post-production software.



Games Programming Studios

Our Games Programming Studios create a place for students to work with dedicated workstations and dual monitors. It includes Microsoft Visual Studio and the Unity and Unreal engines, along with XBox controllers and high performance graphics hardware to enable students to develop computer games for desktop PCs or mobile devices.

Concept Art Studio

The Concept Art Studio is a dedicated teaching space for our Concept Art students. The studio includes 24 student workstations and 1 tutor workstation each with a 22” WACOM Touch Cintiq and one standard 24” monitor. The students have access to a range of drawing software such as Clip Studio and Corel Painter as well as Adobe Photoshop CC.

Games Studios

There are six dedicated Games Studios in the Athena Building each housing 20 student workstations and 1 tutor workstation with dual widescreen monitors and drawing tablets. Some of the studios include games controllers.This provides students with a friendly open studio environment where they can work as individuals or in small teams. AV Facilities are available for peer presentation of work and students delivering group talks as part of team based modules such as the Journeyman Project.

Motion Capture Studio. Vicon Optical Camera System

The MoCap Studio is adjacent to the VR Studio. Here you will find some of the best motion capture equipment available in the UK.

Motion capture, or mocap, is a term used to describe the process of recording human movement for use in animations and games.

18 Infrared cameras fixed around the room capture the movement of reflective markers. These are accurate to approximately 2mm and can handle fast and complex movements. There are six suits of different sizes, and multiple-person capture is possible.

The system is not restricted to human subjects/actors. For example, the School has captured data from dogs.

The room also boasts a range of other devices such as laser scanners and a 3D printer.

2D Animation Studio

Our 2D stop frame animation studios are equipped with six animation studios. Each workstation is 2.3m x 2.3m made up of its own magnetic animation table, tri-colour infinity curve backdrops, Dedo LED lighting rig and Canon 5D Mark IV capture camera with interchangeable lenses all of which connects to a 27 inch iMac complete with DragonFrame motion capture software and the Adobe Creative suite.

There is also an additional area for model making and prop building.

Games Corner

A number of games consoles are available in this area. The School of Computing, Engineering and Digital Technologies has procured a variety of computer games that students can sign out from the Media Centre (Aurora House) to test, evaluate or simply play in this lounge.

PC/Linux Studio

This studio is configured to be dual boot (windows and linux) and includes a combination of software tools that are currently available in our Linux studios and Windows studios.

Animation and Visual Effects [AVFX] Studios

Each studio has 20 student workstations and 1 tutor workstation, each with dual widescreen monitors and drawing tablets providing students with a dedicated and inspiring environment to produce 2D and 3D animation & VFX from the pre-production stage right through to post-production. Students have access to the latest versions of industry standard software such as Autodesk Maya, Nuke and Houdini. Pluralsight, an online learning support tool is also available.

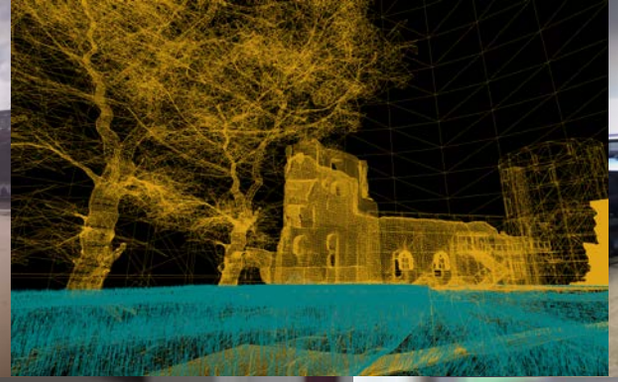
The AVFX Suite also has a dedicated screening/meeting room for up to 12 people. Staff and students meet here to screen work and provide feedback on work in progress.

VR & Photogrammetry Studio

VR headsets provide an immersive view of a 3D environment or game.

The user can interact with the environment using game controllers, and can look around by moving their head. Sensors in the headset track their position and gaze direction, although movement is limited by trailing cables.

The VR Studio currently has eight HTC Vive headsets with the latest SDK available for student use. The studio also houses a photogrammetry suite for the high resolution photography of real life objects for use in virtual 3D spaces.

TUCan Studio

An innovative production studio bringing together multi-disciplinary groups of Teesside University staff, graduates and students together under one roof to work on commercial digital projects for our external partners.

Based in the School of Computing, Engineering & Digital Technologies, we have expertise spanning across numerous creative digital areas including animation, media production, software and web development, VR and augmented reality experiences.

Together we can work with you to develop new products, proof of concepts or cutting edge research whilst giving our talented students the opportunity to develop essential work ready skills.

Live projects undertaken by the studio include AR and VR app development, video production, 360 immersive production, web design and software development. The studio can be found online at www.tucanstudio.co.uk

TUCan STUDIO

Lecture Theatres

The department has several large lecture theatres with capacities up to 300 for teaching and as a venue for annual events such as the Animex Conference.

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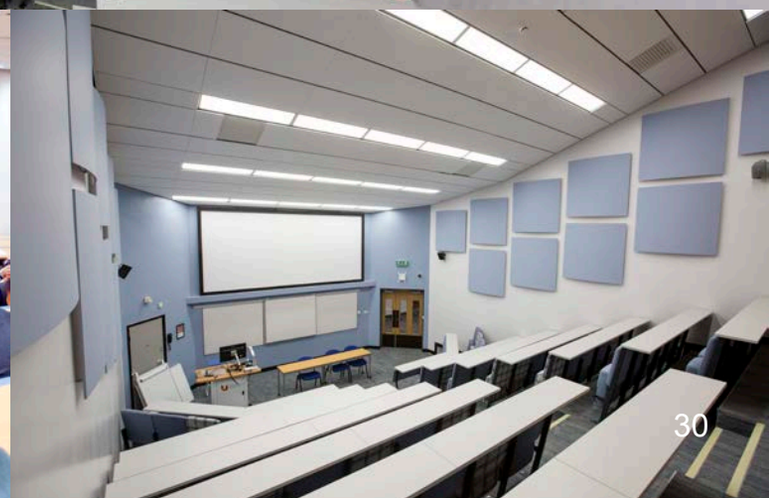


Drawing Studios

Life drawing takes place in the airy, open plan Drawing Studio and consists of a mixture of male and female life models supported by a tutor.

Tables, easels, drying racks, drawing boards and A2 grey board and A3 cartridge paper are all readily available along with a range of art materials such as acrylic and watercolour paints, putty rubbers, graded drawing pencils, coloured pastel sticks, graphite sticks, charcoal and specialised animation drawing pencils. Still life objects are available for compositional drawing.

In the adjacent room we have a second drawing area. This studio is also used as a wet room space with large tables and double sinks allowing students to create models out of clay.

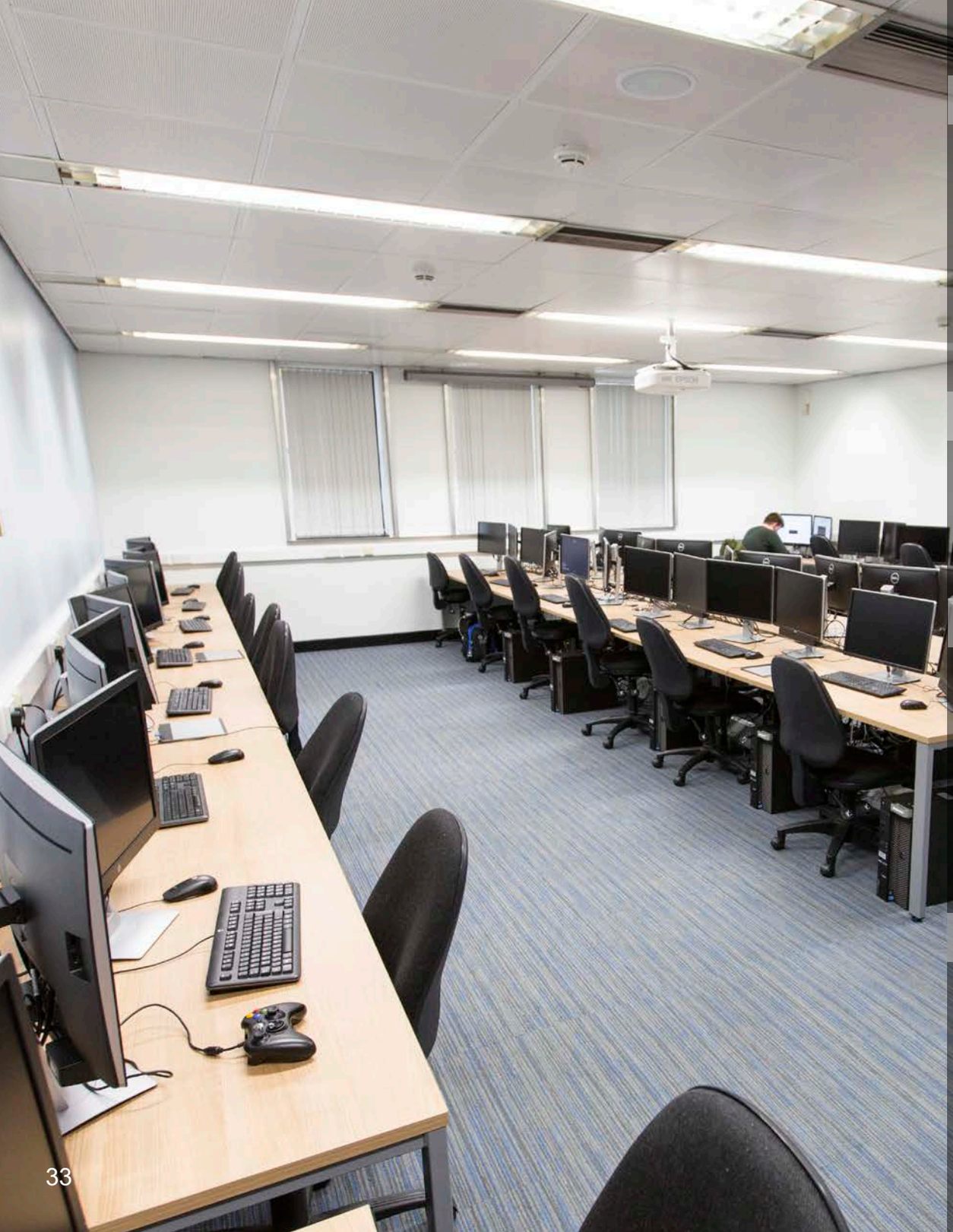
Traditional Animation Studio

This dedicated space has a small number of Epson GT Pro A3 scanners connected to computers running ToonBoom Harmony software for digital 2D animation.

We also have 20 A3 light boxes available for students to use.

Comics Studio

The Athena building is home to the comics lab, developed to teach students various forms of creative disciplines relating to comics and sequential design.



Final Year Studio

There is a dedicated computer studio for our final year students to use to aid them during their final and project year. This studio contains a mixture of platforms (Windows, Linux, Mac) and software from each of the studios across the school.

A complete list of software is available in the studio instructing which machine it is installed on.

Linux Labs

We have two Linux labs mainly used by the CS&IS department, here students have access to many open-source packages and development tools for various programming modules.

Web, Programming and Database Studios

These studios allow students to develop information system applications for Microsoft platforms, Web Application development and creation of rich internet applications. They include the latest Visual Studio and SQL Server software and a suite of software that is centred in the Open Source Development area.

Digital Media and Web Studio

A studio dedicated for the area of Digital Media and Web and is currently setup for a mixture of Android Software Development, Web App Production, and creative design. The area contains 20 student workstations and 1 tutor workstation, each with dual widescreen monitors and drawing tablets.

Digital Media Studio and Collaborative Learning Environment

A Digital Media and Web Studio that affords group working. Its software is primarily focused on design and creativity with breakout areas for group discussion. Students undertaking Computer Science modules also have access to this studio for group work, meetings and presentations.

Network Studios

Students can access our dedicated Networks Studios including a Hardware and Communications working area with Cisco Swtiches and Routers and a variety of wireless and other networking equipment. This area is behind a local firewall which allows students to configure servers and other hardware without exposing the whole university to potential security risks. The controlled environment enables Cybersecurity students to set-up test systems and conduct vulnerability assessments and penetration tests. The Network Studios also have a range of open source electronics prototyping platforms (Arduino and Netduino) for students to use with computing technology and embedded systems modules.

Freelance Area

Our Freelance area contains mainly Windows PCs with a small number of Apple iMAC's. Software available includes the Adobe and Autodesk suites. This area is also used for those students involved with the LEGO competitions.

Flight Simulation Laboratory

This laboratory contains a MP521 Merlin Engineering Flight Simulator and a MP500-1 Air Vehicle Design / Development Simulation System. A facility in which students can design an aeroplane and test it in flight simulation. Also included in this laboratory is an extensive range of equipment which is used to develop and enhance the process engineering skills of students.

Thermofluids Laboratory

Includes Heat Exchangers, Fluid Friction Measurement, Pressure drop apparatus, Chemical Reaction equipment, Flow in Pipe Networks, Armfield Flume, S3 Tilting 3M Long, Hydraulic Benches.

Civil Engineering and Built Environment Laboratory

Materials / Structure / Equipment Testing Facility, 5 T Overhead Crane and a strong floor fitted with securing points. Enables full scale structural testing (ie. Bridge Sections). Includes Universal Testing Machine, Dennison T42B / 7614.

Universal frames and Stands, structure forces, beam forces, torsion, shear, Triaxial Test Apparatus, Compressive Strength of Rock Test Loading Frame.

Electro-technology Laboratory

This laboratory contains an automated assembly system plus modular experimental equipment which includes a wide range of electrical equipment, instrumentation, sensors and signal conditioning experiments.

Control Systems Laboratory

This laboratory has numerous computer interfaced control systems with up-to-date instrumentation. It has leading industry software, Matlab, which is used for a large proportion of the control, linear systems, instrumentation and project work. Teamed with real-time control executive Simulink and a range of specialist tool-boxes, it is linked to analyse and synthesise real-time control of physical systems.

SCADA Laboratory

A SCADA (Supervisory, Control and Data Acquisition) Delta V system is installed in this laboratory, the SCADA system is industry standard equipment used extensively for controlling power stations and major chemical plants.

Electronics and Communications Laboratory

This laboratory is a facility for the design and testing of analogue and digital systems for electronics. The laboratory includes analogue, digital electronic experiments and communication systems.

Power Engineering Laboratory

Electrical / Electronics: Contains Power engineering equipment which allows students to explore the practical aspects of power generation and distribution systems including smart grids, renewable energy sources, real time embedded control systems. The facility replicates characteristics of major power stations and wind generation facilities.

Computing Laboratories in Stephenson building

The School has a number of computer laboratories, these computers are used for both timetabled and freelance activities.

In addition there are many computers linked to equipment in the specialist laboratories. The computers are equipped with general and specialised software.

Engineering Projects Laboratory

Formula Student: A laboratory in which students can undertake practical work associated with the design, manufacture and assembly of a racing car. This includes a formula student car.

Electric Motorbike Project: A team of students are designing, developing and converting a petrol engine motorbike into an electrically propelled motorbike.

Aerospace: A laboratory in which students can undertake practical work associated with aerospace engineering. Contains an Aeroplane built in the 1980s which has not yet flown, however it is intended to have this aeroplane approved for flight in approximately 18 months.

Mechanical Science Laboratory

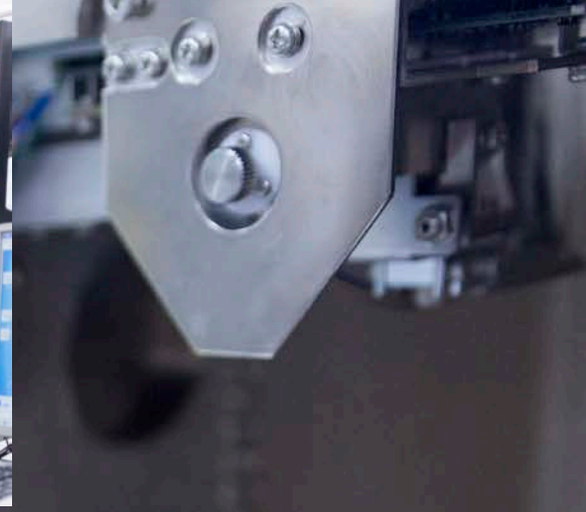
This specialised facility includes a 3D scanner, VisEng photo-elastic stress analysis equipment, universal mechanical experiments, bending and shear stress equipment, viscosity experiments.

SEM Laboratory

This Hitachi scanning electron microscope is used extensively for research and project work. The laboratory also includes materials characterisation equipment, EDX, XRF.

Applied Materials Laboratory

The Applied Materials laboratory has an extensive range of materials preparation and testing equipment. These facilities allow students the opportunity to develop the skills and expertise in materials and their applications. The laboratory includes Instron testing machines, universal testing machines, Vickers hardness testing machines, Manumould injection moulding machines, microscopes, small furnaces, polymer processing equipment, X-ray diffraction, surface roughness experiments, 3D printing and laser cutting.



Engineering Workshop and Foundry

A general engineering, machining, fabrication and foundry facility. In which students develop their skills and understanding of engineering machine tools, fabrication and foundry work. Students then have the option of using these facilities to complete aspects of practical project work. Includes CNC Lathe, CNC Milling Machines, Drilling Machines, Fabrication Equipment.

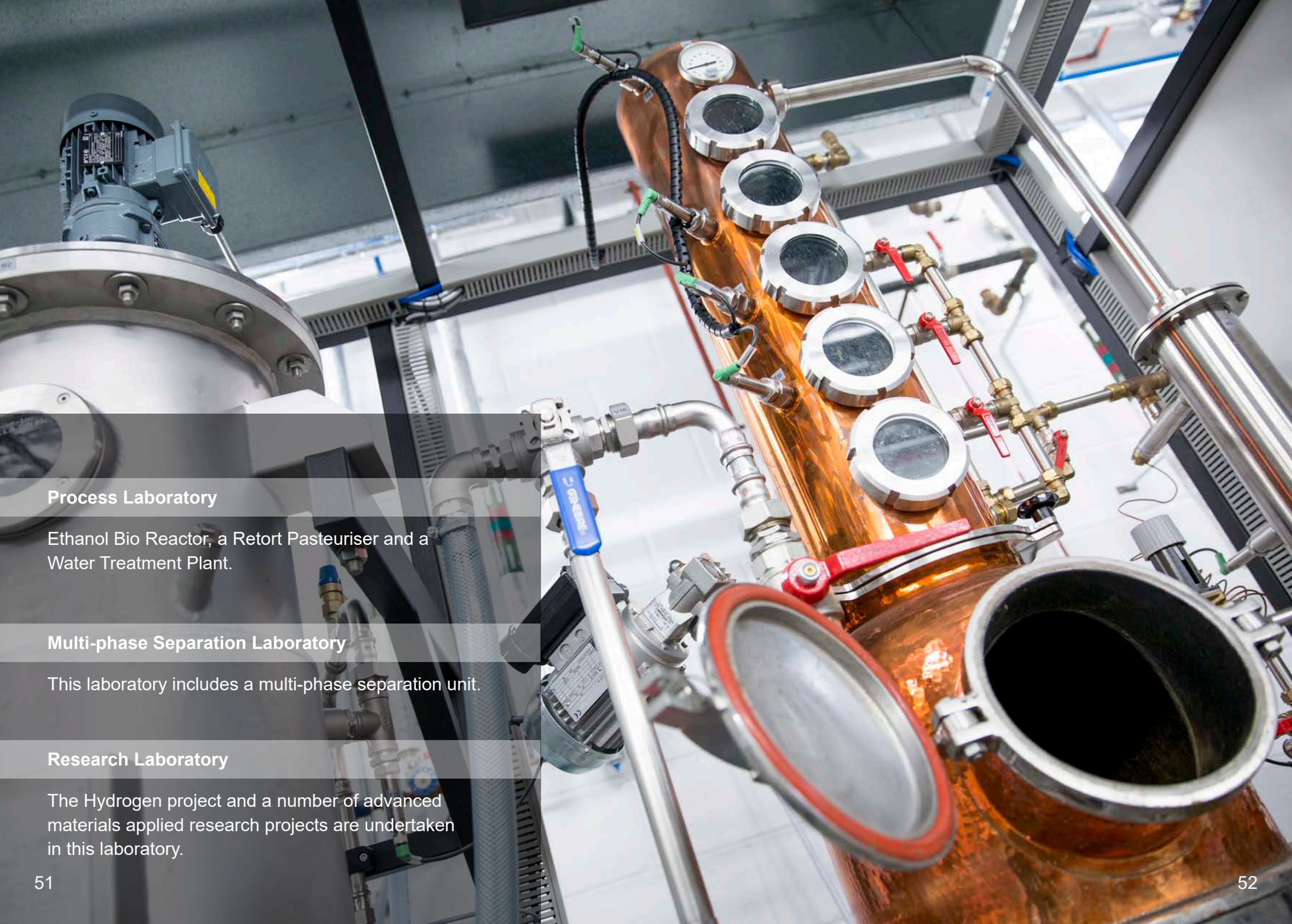
A metal casting facility is also located in this laboratory, this facility is used to develop the skills and understanding of mould preparation and aluminium casting techniques. Includes a Flame fast CM350 crucible furnace and extraction unit, metal moulds and associated hand tools.

Distillation Process Laboratory

Includes Methanol / Water pilot scale Distillation columns and an Absorption column.

Oil and Gas Engineering Laboratory

A specialist laboratory which is equipped with enhanced oil recovery, core analysis equipment and Surface characterisation. The facilities allows the study of the properties of rocks, particularly the measurement of porosity and evaluation of fluid flow through porous media. Includes Zeta Analyser (rock surface analysis), Mud Measuring equipment (density, rheology, filtration), Helium Porosimeter, Gas Permeameter, age), Unsteady State Permeameter System and a Quantachrome BET Analyser.



Process Laboratory

Ethanol Bio Reactor, a Retort Pasteuriser and a Water Treatment Plant.

Multi-phase Separation Laboratory

This laboratory includes a multi-phase separation unit.

Research Laboratory

The Hydrogen project and a number of advanced materials applied research projects are undertaken in this laboratory.

Appendix One: Studios & Laboratories

Athena

AG.06 Convergent Newsroom (PC Lab)
AG.09 Broadcast News Studio
AG.10a Sound Control (Connected to TV Control & Broadcast News Studio)
AG.10b TV Control (Connected to Sound Control & Broadcast News Studio)
AG.11 Media Production Lab
AG.12 Athena Edit Lab
A2.01 Comics
A2.03 Stop Motion
A2.05 Games Studio
A2.06 Games Studio
A2.07 Concept Art
A2.08 Games Studio
A2.09 Games Studio
A3.02 Linux Studio & Digital Media Programming & Database Studio
A3.04 Stop Motion
A3.05 Drawing Studio
A3.07 Drawing Studio
A3.08 Digital Media Programming and Database Studio with Editshare.
A3.09 Games Studio
A3.10 Games Studio

Aurora

AU1.04 TUCan Studio
AU0.05 Aurora TV Studio

Greig

G1.47 Meeting Room

Stephenson

IC0.18: Enterprise Laboratory.
IC0.19: Civil Engineering / Built Environment Laboratory.
IC0.26 / 0.28, Engineering Workshop and Foundry
IC0.33: Electro-technology Laboratory.
IC0.34: Control Systems Laboratory
IC0.35: SCADA Laboratory
IC0.37A Flight Simulation
IC0.37B Thermo-fluids Laboratory
IC0.38 Mechanical Science Laboratory
IC0.39 SEM Laboratory
IC0.42 Applied Materials Laboratory
IC0.47A Engineering Projects Laboratory (Formula Student, Electric Motorbike & Aerospace).
IC0.47B Power Engineering Laboratory
IC1.01a Animation and Visual Effects Studio + Games Studio
IC1.01b Animation and Visual Effects Studio
IC1.01c Animation and Visual Effects Studio
IC1.01d Meeting Room (Screening room)
IC1.60 Motion Capture
IC1.61 Virtual Reality
IC1.63 Computer Laboratory
IC1.65 Computer Laboratory
IC1.69 Electronics and Communications Laboratory
IC1.72 Computer Laboratory
IC1.73 Computer Laboratory
IC1.76 Computing Laboratory
IC1.77 Digital Media Programming and Database Studio

Europa

IT0.11 Final Year Studio
IT0.13 MAC Studio (Mobile Programming)
IT0.15 Linux Studio
IT0.31 Traditional Animation Studio
IT1.08 Digital Media Programming and Database Studio
IT1.10 Digital Media Programming and Database Studio
IT1.11 Linux Studio
IT1.30 Freelance Studio
IT1.35 Freelance Studio
IT1.31 Digital Media Programming and Database Studio
IT1.34 Collaborative Learning Environment Studio
IT2.34 Networks Studio
IT2.41 Networks Studio
IT2.42 Networks Studio
OL3 Concept Art Studio
OL8 Games Programming Studio
OL9 Games Programming Studio

Mercuria

MC0.04 Hall
MC0.06 Dance Studio
MC0.10 Music Studio

Middlesbrough Tower

M8.04 Hydrogen Project / Research Laboratory
M10.08 Research Laboratory

Orion Building

CE0.01 Distillation Process Laboratory
CE0.02 Process Laboratory
CE0.03 Open Access Computer Laboratory
CE1.01 Distillation Column Laboratory
CE1.02 Oil and Gas Engineering Laboratory
CE1.03 Open Access Computer Laboratory
CE1.13 Computer Laboratory
CE1.20 Process Engineering Laboratory
CE2.01 Distillation Column Laboratory
CE2.02 Multi-phase Separation Laboratory.
CE2.03 Open Access Computer Laboratory

Phoenix

PG.07 Music Lab
PG.16 Sound Stage
P2.10 Postgraduate Studio – Concept Art
P2.11 Postgraduate Studio

Parkside West

PSW0.22 Dark Room
PSW0.13 Photography Studio 1
PSW0.14 Photography Studio 2

Waterhouse

W2.01 Performance Prep Space
W2.02 Performance for Live & Recorded Media Studio

Appendix Two: Teaching Software

PC

3D Coat
Adobe Acrobat DC
Adobe After Effects
Adobe Animate CC
Adobe Audition CC
Adobe Character Animator CC
Adobe Dreamweaver CC
Adobe Fireworks
Adobe Fuse CC
Adobe Gaming SDK
Adobe Illustrator CC
Adobe InDesign CC
Adobe Lightroom Classic CC
Adobe Photoshop CC
Adobe Premiere Pro CC
Allegro Common Lisp
Android Studio
Arduino
Atom
Audacity
Autodesk 3DS Max
Autodesk Maya
Autodesk MotionBuilder
Autodesk Mudbox
Blender
Boost
Burli
Celtx
Chrome
Cisco Packet Tracer Student
Clip Studio
Code Composer Studio
Code::Blocks
CoqIDE
Corel Draw
Corel Painter
CrazyBump
Cryptophane
Dia
Docker CE
DosBox
Doxygen
Eclipse IDE
EditShare Connect
Fiddler
Final Draft
Firefox
Flowgorithm
FreeMind
Fusion
Gimp
Git
GitHub
GitKraken
GNAT GPL
GNS3
Houdini
Hugin
IntelIJ Idea
Java SE Development Kit
Katalon Studio
Katana
Logisim
Lua
Mari
Mendix Business Modeller
Microsoft SQL Server
Microsoft SQL Server Management Studio
Microsoft Visio
Microsoft Visual Studio
Microsoft Visual Studio Code
MockFlow Wireframe Pro
Modo
Netbeans IDE
NetLogo
Node.js
Nuke
Nunit
OBS Studio
Oculus Rift
OMNeT++
Open Toonz
Paint.net
PHP Storm
Powermill
Processing IDE
PuTTY
PyCharm
Python
Qube
R3.5.0
RenderMan
ReSharper
Riverbed Modeler
RV
Sculptris
Sellerdeck
Shogun Post
sIBL GUI
SimVenture
Skype
SolidWorks
SourceTree
SPSS
StarUML
Steam
Substance B2M3
Substance Designer
Substance Painter
TeX Live
Toon Boom Harmony
Topogun
TortoiseSVN
Trelby
Twine
Unity Pro
Unreal Engine
Vagrant
VirtualBox
Web Storm
WinSCP
Xmind
xNormal
ZBrush

Mac

Ableton Live
Adobe Master Collection CC
Android Studio
ATOM Text Editor
Audacity
Autodesk Entertainment Creation Suite
Autodesk Maya
Blender
Burli
Chrome
ChucK
Clip Studio Paint
Corel Painter
DragonFrame
EditShare Connect
Firefox
Garageband
Git
Handbrake
imovie
Java SE Development Kit
Keynote
LibreOffice
Microsoft Visual Studio Enterprise
Mudbox
Numbers
OBS Studio
Microsoft Office for Mac
Pages
PostgreSQL
Production Collective - Nuke, Mari, Modo
Pure Data
RackSynth by VCV
Reason
Sibelius
SketchUp Make
Skype
Spear
TextWrangler
The Unarchiver
Toon Boom Harmony
Xamarin Studio
Xcode
Zbrush

Linux

Android Studio
ATOM Text Editor
Autopsy
CoqIDE
Eclipse
Eiffel
Elixir
Erlang
FDR
Git
GitKraken
GNAT Ada
GNAT GPL
GNU Emacs
Gnuplot
Handbrake
Haskell Isabelle
Java SE Development Kit
Kate
OpenSSH
OpenSSL
Oracle VirtualBox
LibreOffice
Mono
Netbeans
Octave
Open Broadcaster Studio
Opera
PAT
Probe
Processing IDE
PVS
Rodin
SBCL
Scala
SFML
Sleuthkit
Skype
Subversion
telnet
tmux
Vagrant
Wireshark
XMaxima

Please contact the School of Computing, Engineering & Digital Technologies on 01642 342631 or email scedt-enquiries@tees.ac.uk.

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