Video Game System Policy Statement

Audience

University of Missouri – St. Louis (UMSL) students residing in the following:
- Oak Hall
- Villa Hall
- University Meadows

Policy Statement

Students residing in one of residential halls listed above may register and connect to the campus wired data network one (1) video game system.

At this time game systems are not supported on the campus wireless network.

Game system users must follow the University’s Network Policy.

Guideline and Procedures

To register a game system for use on the wired data network:

1) Contact the Technology Support Center or access help.umsl.edu and provide the following information:
   a. Room number
   b. Data port number
   c. Game system type

2) Complete the following steps AFTER receiving email confirmation that the data port is ready.
   - Connect the game system to the data port
   - Try to access an Internet site or online gaming resource. This step will fail but is necessary for capturing information about the gaming system.
   - Complete the registration page found at https://portal.umsl.edu/registration/GameRegister.html from a device that has Internet access.

   NOTE: Connecting the game system to the data port before receiving the confirmation email will disable the data port.

Original Issue Date

August 2010

Revision Date

Disclaimer

Game system use on the campus network is a privilege, not a right. Use of game systems is governed by the University Network Policy.

ITS does not support the Game system itself, users should call the manufacturer for help.

The University of MO- St. Louis reserves the right to revoke the Video Game policy at any time.