



Gardner-Webb University Gaming Console Policy in Residence Halls

The purpose of this policy is to describe the appropriate use and security of gaming consoles brought to campus by Students, Staff, or Faculty. All Users of technology who connect to the Gardner-Webb network assets are expected to be familiar with each policy contained here within and the consequences of violation as listed below. This policy supersedes all previous Gardner-Webb gaming console policies.

Violation of these contained policies may result in the immediate suspension of computer account and network access pending investigation resolution. Depending on frequency and/or severity, the offender may lose all computer account and network access in addition to facing the appropriate University judicial review. The penalties may include suspension or dismissal from the University and/or criminal prosecution where warranted.

Policy on gaming console network connection

- Students living in the Gardner Webb University all residence halls, apartments and suites are permitted the use of networked gaming consoles only on the Wireless LAN network, using the SSID named: GWUgaming. Wired network connections are no longer supported.
- The University is not responsible for any hardware, software, operating system, game or upgrades of any student-owned gaming consoles. Students must work with the manufacturer of their device(s) when issues arise. The University is not responsible for any game-specific requirements on the network.
- The University is not responsible for how these devices are used by students. However, the Gardner Webb University Technology Services department may be notified if these devices are being used inappropriately. If such a circumstance does arise, the owner/user of the console will be asked to desist from using the University network and the console will be not be allowed on the network.

Policy on support of gaming consoles

- Technology Services will only assist with connecting a game console to the wireless network. Other issues will need to be resolved with the gaming console vendor.
- Only basic, required firewall port access will be allowed for network gaming. Any request for specific or special firewall port access for online MMORPG (Warcraft, Runescape, Everquest, etc..) will be considered on a case-by-case basis, with low priority.
- **Supported Gaming Consoles** – Microsoft XBOX 360, XBOX One, Play Station 4, PS VITA, Nintendo Wii (with adapter), WiiU, 2DS & 3DS.



- **Supported Streaming Devices** – Apple TV (All), Google Chromecast, Amazon fire TV, Fire Stick and ROKU 3.
- **Note:** Sony PlayStation 3 is not compatible with our network, due to its non-standard Wi-Fi technology and therefore is not supported on the GWU network. ROKU 2 and ROKU streaming stick implements a wireless technology called "WiFi Direct" for its remote controller. This directly interferes with the campus wireless network and consequently degrades overall wireless performance for all users and is not supported.