Gaming & NetTV Device Policy

Carson-Newman allows connection of online gaming and Internet TV devices on the residential wired and wireless networks. You need to register your device's MAC address before it will work on the C-N network.

NOTE: While most gaming devices have a wireless network card, IT encourages using the wired connection for the approved gaming devices (where appropriate). As a special note due to numerous conflicts with the current wireless technology in the Nintendo Wii, owners of a Nintendo Wii must purchase a Nintendo Wii LAN Adapter.

Network connections to gaming devices are allowed on the campus network. Registering and configuring the gaming devices so they function on the network is the students' responsibility.

IT staffing resources are dedicated to supporting the academic related technology services for the campus. Gaming devices are considered recreational use. IT will ensure that the network connection to the room is functioning however, functionality of gaming equipment students choose to connect is the student's responsibility.

Carson-Newman Information Technology reserves the right to remove any gaming or NetTV device from the network if it is determined to be causing problems for other users, either locally or campus-wide.

Device Registration

Your system will be activated during normal IT Helpdesk hours (Monday - Friday 8:30 a.m. - 4:00 p.m.)

Locating Device MAC Addresses

Room 121 Dougherty Science Center