How to Register a Gaming System and/or Smart TV on Appalachian State University's Network

Below is a list of popular devices that are registerable and non-registerable on the University’s network(s). Non-registerable devices are non-registerable due to either security reasons or hardware incompatibility.

Some Gaming Devices and Smart TVs may connect to the Wireless Network using ASU-Visitor. For a more reliable connection, we highly recommend connecting any of these devices using an Ethernet Cable. The device must be registered on the ASU network in order to gain a secure Ethernet connection.

Step-by-step guide

To register a device on Ethernet

Some Gaming Devices and Smart TVs may connect to the Wireless Network using ASU-Visitor. For a more reliable connection, we highly recommend connecting any of these devices using an Ethernet Cable. The device must be registered on the ASU network in order to gain a secure Ethernet connection.

Steps for registering your Gaming Device or Smart TV:

1. Connect an Ethernet cable to the device and to the port in the wall
2. Locate the Wired/LAN MAC address for your device (Can be found in the System Settings or Network Settings)
3. Submit a service request HERE for personally owned devices. Be sure to include the device MAC address and your residence hall in the request.

You will receive an email notification when your device has been registered and admitted onto the network. If you have additional questions, please contact our IT Support Center at 828-262-8324 option 2.

Registerable devices:

Ethernet only:

- PlayStation 3 / PlayStation 4
- Xbox 360 / Xbox One
- Wii / Wii U – with Ethernet adapter
- Chromecast – with Ethernet adapter
- Roku - with Ethernet or Ethernet adapter
- SmartTV - with Ethernet or Ethernet adapter
- Apple TV
- Blu-Ray player
- Amazon Fire TV – with Ethernet adapter
- Amazon Echo / Echo Dot – with Ethernet adapter
- Smart-home devices

Wireless:

- Computer / laptop - Can also be registered on Ethernet
- Most mobile devices and phones

Devices that may work on ASU-visitor without registration:

- Amazon Echo / Echo Dot
- PlayStation 3 / PlayStation 4
- Xbox 360 / Xbox One
- Nintendo 3DS / DS / DSI / Switch
- Sony PSP / Vita

Non-registerable devices:

- Google Home / Home Mini
- Amazon Echo / Echo Dot – on wireless
- Chromecast – on wireless
- Roku – on wireless
- SmartTV – on wireless
- Kindle tablets
- Wireless printers
- Sony PSP / Vita
• Nintendo 3DS / DS / DSI / Switch
• Amazon Fire TV Stick
• PlayStation 3 / PlayStation 4 – on wireless
• Xbox 360 / Xbox One – on wireless
• Other devices that do not support WPA2-Enterprise wireless
• Smart-home devices - on wireless

Related Articles
•AppState Network Speed Test
•ASUVPN with Junos Pulse on iOS
•Delete a Computer Registration
•How to Configure ASU Wireless on Android devices
•How to Configure ASU Wireless on iOS Devices.
•How to Register a Computer on ASU's Network with an Ethernet(Wired) Connection.
•How to Register a Gaming System and/or Smart TV on Appalachian State University's Network
•Program a digital TV to receive all University channels
•Setting up MountaineerApps on iOS with Google's Apps
•Setting up MountaineerMail & Calendar on Android
•Upgrade iOS on your Mobile Device
•Windows and Mac OS System Updates and Patches
•Wireless Connection Guide

Search Knowledge Base
Submit a Service Request