

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 campus.

Some Gaming Devices, Smart TVs, and other devices 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 4.

Please note, if your device has already been registered and you move to a different room or another dorm, you do not have to submit a new support request to have your device registered again.

For registering your computer on our network with an Ethernet cable, [please visit this link](#).

To register your computer on the wireless (WiFi) network, [please visit this link](#).

Registerable devices:

Ethernet only:

- PlayStation 4 / PlayStation 5
- Xbox One / Series X
- Wii / Wii U – **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**

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 4 / PlayStation 5 – **on wireless**
- Xbox One / Series X – **on wireless**
- Other devices that do not support WPA2-Enterprise wireless
- Smart-home devices - **on wireless**

Related Articles

- [AppState Network Speed Test](#)
- [Delete a Computer Registration](#)
- [How to Register a Computer on ASU's Network with an Ethernet\(Wired\) Connection.](#)
- [Program a digital TV to receive all University channels](#)
- [Windows and macOS System Updates and Patches](#)
- [Wireless Connection Guide](#)

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