



# ONLINE GAMING POLICY

## Introduction

Information Technology Services understands that many students would like to play online games. All of these games require open ports on our University firewall.

The ports for most popular games are open, but there is a moratorium on the opening of new ports for games due to security issues. To safeguard the university data and standard educational traffic can be supported, the University's IT department reserves the right to restrict access at its discretion.

## Purposes

This policy aims 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 UAPB network are expected to be familiar with each policy contained here and the consequences of violation as listed below.

Violation of these contained policies may result in the immediate suspension of computer account and network access pending investigation resolution. Depending on the frequency and/or severity, the offender may lose all computer accounts and network access in addition to facing the appropriate University judicial review.

This policy has been created to expand on the Acceptable Use Policy.

This policy is subject to change as new technologies and methods of implementing these technologies emerge.

## Access

### ***Policy on gaming console network connection:***

- Students living in the UAPB residence halls are permitted the use of networked gaming consoles on wired and wireless networks.
- The best way to connect your game console to the internet is through an Ethernet port with a wired connection. Wired connections have better performance and help prevent wireless network interference. Wired Ethernet connections are recommended for online multiplayer games or party/group play or chat. The UAPB wireless network does not support some online gameplay types and features for security purposes.

- The university is not responsible for any game-specific requirements on the network, hardware, software, operating system, game, or upgrades of any student-owned gaming consoles. Students must work with their device(s) manufacturer when issues arise.
- Information Technology Services will make one live port available to each current residential student. Information Technology Services will offer no troubleshooting or support for network or online computer games or gaming consoles beyond ensuring that the network port is live and traffic is not being limited unintentionally.
- The university is not responsible for how students use these devices. However, the UAPB IT department may be notified if these devices are misused. 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 not be allowed on the network.

***Policy on gaming support of gaming consoles:***

- Only basic, required firewall port access will be allowed for network gaming. Any request for specific or special firewall port access online will be considered on a case-by-case basis, with low priority
- The university network supports most gaming consoles and streaming devices.

Questions regarding this policy or any other ITS network usage policy may be directed to [tottenw@uapb.edu](mailto:tottenw@uapb.edu)