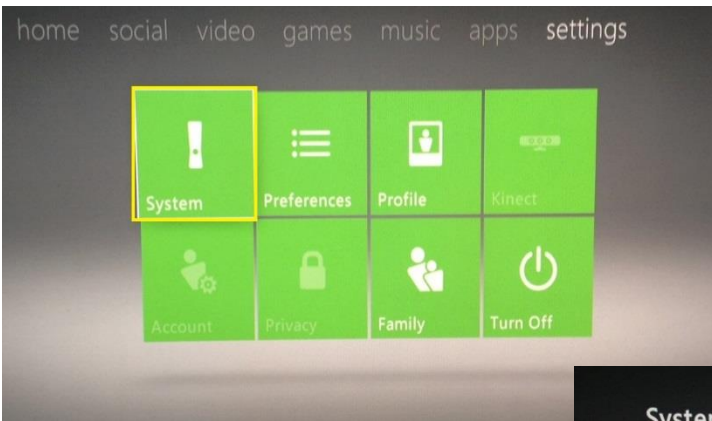


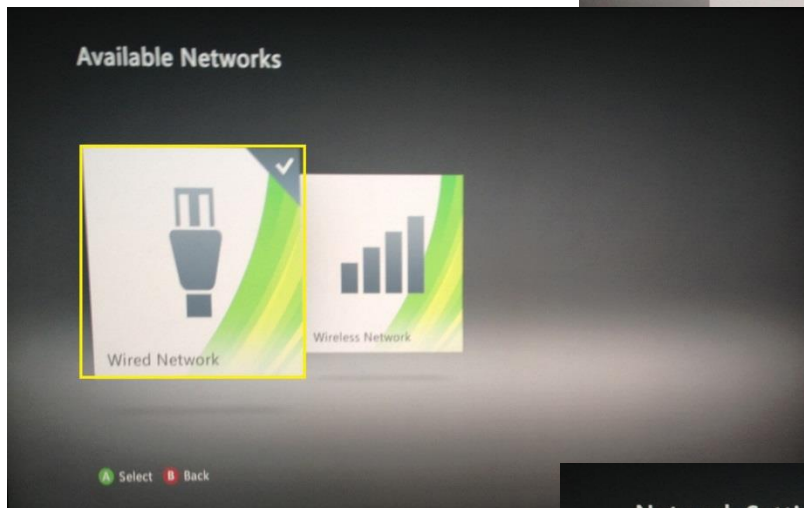
## Step 1

Select **System**



## Step 2

Select **Network Settings**

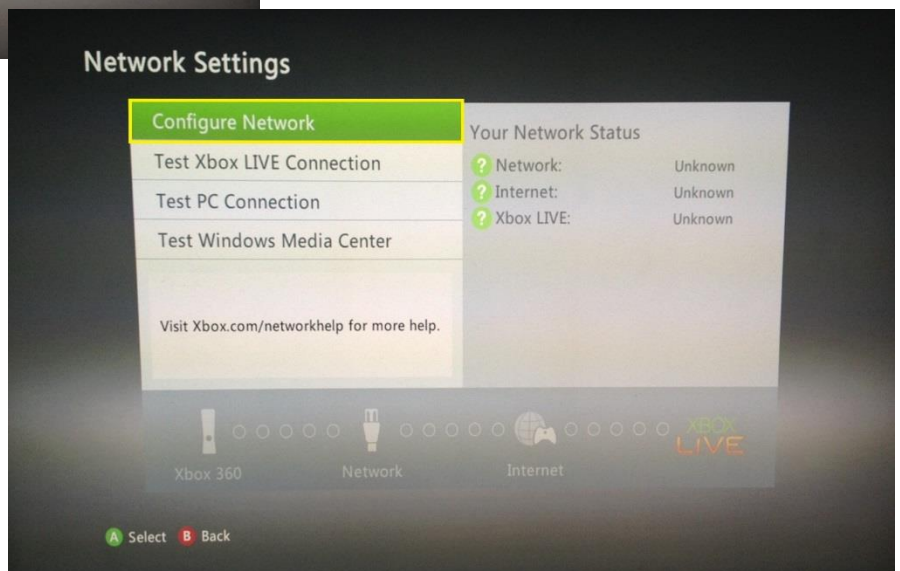


## Step 3

Select **Wired Network**

## Step 4

Select **Configure Network**



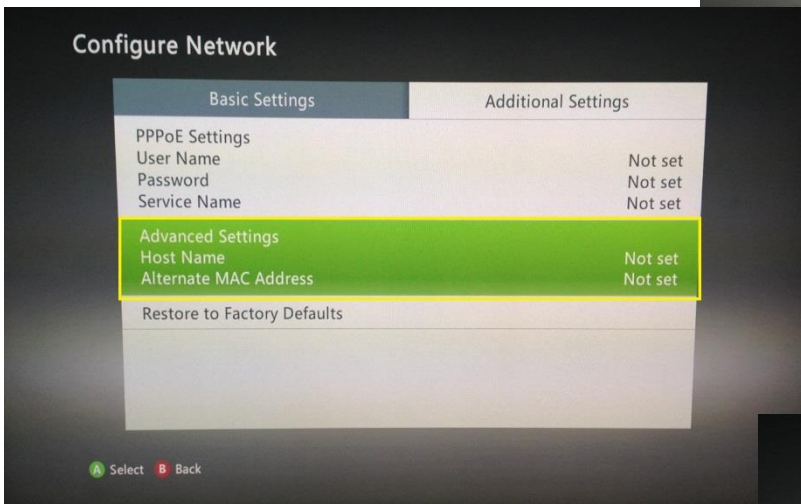
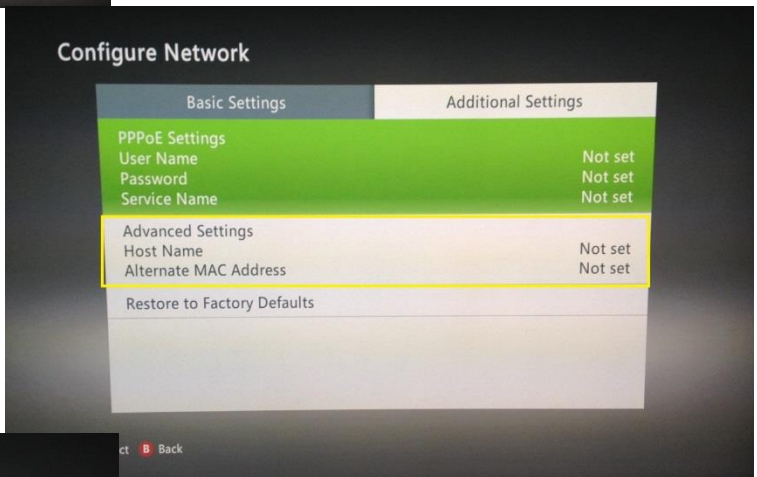


## Step 5

Select the **Additional Settings** tab on the upper right-hand side

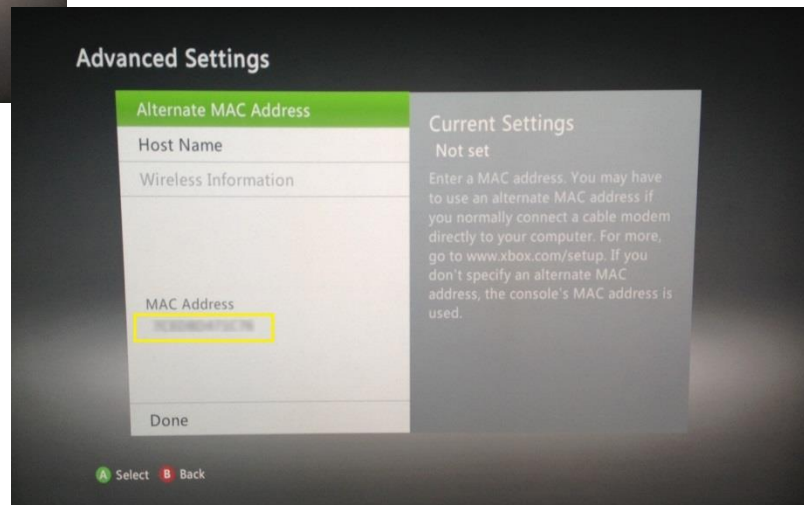
## Step 6

Highlight **Advanced Settings**



## Step 7

Select **Advanced Settings**



## Step 8

Your MAC address is printed below.

## Step 9

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On your computer, phone, or tablet, go to **splat.semo.edu/gameconsoles** and enter in your SE-Key, password, and MAC address, read over the agreement, and choose **Accept**. Reboot your Xbox 360 and make sure the Ethernet cord is plugged into the Xbox and into the wall jack.



### Game Console MAC Registration Information

Please enter your SE-Key and password and console MAC address.

SE-Key:

Password:

Game MAC Address:  (Example: 00:01:02:03:04:05)

Click [here](#) to learn how to find your console's address.

*Residential networking is supported by the Information Technology ResNet support staff. For help registering your computer or to schedule an appointment with support personnel please call the ResNet support desk at 651-4337. Support desk hours are from 8 a.m. to 3 p.m., Monday through Friday in Academic Hall and 5 p.m. to 10 p.m., Sunday through Thursday in Towers Complex.*

### Overview of Acceptable Usage Policies

Southeast Missouri State University expects all individuals utilizing the University's computing facilities to abide by the policies governing their use. All use must be consistent with the University's primary missions of providing instruction, research, and public service to the citizens of the State of Missouri.

University faculty and staff members conducting instructional or research activities will be regarded as making appropriate use of available facilities and services provided these activities have been authorized by the appropriate department chairperson or dean. University students may be permitted use of available computing facilities and services provided such use is reasonably associated with the academic programs as determined by the appropriate department chairperson or dean.

Access to most computing facilities is controlled by the issuance of user codes. A faculty member, staff member, or student receiving a user code assumes responsibility for all computing activity performed under that user code (whether he or she personally performs the activity or not). User codes may not be transferred to another person or group.

Many computing resources are shared by the entire campus community. Individuals are asked to avoid activities which severely impact the delivery of computing services to others. In particular, computing facilities may not be used

- for commercial activity,
- to harass, threaten, or otherwise invade the privacy of others,
- to initiate or forward e-mail chain letters,
- while attempting to hide or misrepresent the source of activity,
- to initiate activities which would cause congestion of the network or otherwise unduly consume computing or network resources.

### Policies Governing the Use of Computing Facilities and Services

Before continuing with the registration process, you must review the policies governing the use of computing facilities and services at Southeast Missouri State University by clicking [here](#).

Individuals who violate these policies may be subject to disciplinary action or referral to law enforcement authorities. Computer Services will work with the Dean of Students and the Department of Public Safety to investigate suspected violations.

By clicking "Accept" you signify that you have read and will abide by the terms of Southeast Missouri State University's *Policies Governing the Use of Computing Facilities and Services*.

You must accept this policy to use the network.