Connecting to SPARTAN-GAMES

The wireless network SPARTAN-GAMES was created for connecting game consoles, smart TVs, other wireless devices that are not capable of connecting with a username and password.

Remember, any device you register using these instructions will be assigned to you. Thus, you are held accountable for its activities.

Procedure:

1. Find and record your devices MAC address. It is also called the hardware address. The MAC address can only be made up of numbers 0-9, and letters A, B, C, D, E and F. There are no Ls, Ss, or Os. Be careful as 8s and Bs are often confused. Most devices allow you to view the MAC by going into settings for the network. **NOTE:** for devices with wired and wireless MAC addresses, be sure to record the one for wireless.

2. Login to [https://wifilogin.nsu.edu](https://wifilogin.nsu.edu) using your NSU username and password the same as you would for MyNSU.

3. Once logged in, you will see this:

4. Click Create Device and enter the information:
   a. Device name should be descriptive
   b. MAC address that was located on step 1.
   c. Building name is the building the device will be at the most
   d. Room is the building room number
5. Click “Create Device.” This is a successful registration:

6. Go to your device and connect to the SPARTAN-GAMES network.

Should you require support, please contact Client Services. Be sure to have your MAC address available.