## **Student Project Machine Request**

(Master Project, Independent Study)

Please fill out the form below to request a machine. (\* required)

* Name:		* MyCoyote ID #:		
* Campus Email:		* Phone:		
Home Address:				
* Project/Study Title:				
* Advisor:		Committee Members:		
* Brief Description of Your Project/Study:				
* OS Type:		* Expected Completion Date:		
Pick at least two desired host names. Research Lab IP Manager will assign an IP to you.				
* Host Name:	* 1.	2.	3.	
IP Address:				
I request a machine for my project/independent study. I understand that I use the machine, which will be provided to me only on the purpose of implementing my project, nothing for my personal purposes. Also, I promise not to do any illegal activity which may cause network crises on campus.				
Signature:		Dat	e://	
I approve the student named above be provided a machine for his/her project/independent study as his/her Advisor.				
Advisor Signature: Da			e: / /	
I approve the student named above be provided a machine for his/her project/independent study as a CSE department chair.				
CSE Chair Signature: Date:				
Office use Only.				
Tag #:	Serial #:	Model :	#:	

## Student Project Machine Agreement

I \_\_\_\_\_\_\_, understand and agree to all of the following terms and conditions set forth below which are required to use a Machine on the CSUSB computer Science and Engineering Network.

- 1. Each machine is given an IP address. You are authorized to use your assigned IP address only for your assigned machine. If you need more than one IP address you must request additional IP addresses from your advisor.
- 2. The project machine may only be used for Academic purposes. You may not use our Project Machine for personal, business, government, or any other use, which is not to complete your Academic goals for the Computer Science and Engineering Department at CSUSB.
- 3. You must maintain your machine. This includes installing all security related updates and patches as well as having the latest anti-virus signatures.
- 4. You may not use your Project Machine to hack or crack into any other machine. You may not use your Project Machine to sniff network packets that are not specifically meant to pass to or from your Project Machine,
- 5. You may not connect your personal computer to the Computer Science and Engineering network. If you need Internet access on personal computer you may connect using Wi-Fi. Do not ever plug your computer into an Ethernet port in the Labs.
- 6. You may not use your Project Machine act as a game server, unless given written permission by Department Chair.
- 7. You may not use your Project Machine to download, upload, or act as a proxy in any way for illegal media files.
- 8. You may not download, not install any **illegal** or **unapproved software** on your Project Machine,
- 9. Your project Machine may not prevent nor hamper any other student project. Your computer may not cause any harmful interference whether intentional or not.
- 10. If you believe your assigned machine has been compromised you must alert a system administrator immediately. If one is not available you should disable your Internet connection or shutdown the computer.
- 11. You may not use your Project Machine for illegal activity.
- 12. You may not use your Project Machine to act as a proxy.
- 13. I understand that using a computer could be hazardous to my health. I know that I could develop carpel tunnel syndrome, bad eyesight, cancer, insomnia, and other diseases/disorders. I also realize that I could injure myself by working on this project. I will hold California State University, San Bernardino its faculty, staff, and employees not responsibly for any physical and psychological damages, which I may incur as a result of working on my project.

## PLEASE PRINT CLEARLY

PLEASE PRINT CLEARLY				
Last Name:	First Name:			
MyCoyote ID:	Campus Email:			
I understand and accept these conditions, by which I am granted use of the Computer Science and Engineering Network.				
Signature:	Date:			
Department of Computer Science and Engineering				