



Register a Device on DuqNet Internet of Things (IoT)

This document describes how **students living on campus** can register a device for use on the DuqNet IoT wireless network.

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Overview of DuqNet IoT

DuqNet Internet of Things (IoT) is a wireless network dedicated to gaming and streaming devices. **Students living on campus** can register up to four non-WPA2 enterprise devices, such as Apple TV, Nintendo Switch, PlayStation 4, Roku and Xbox One, for use on DuqNet IoT.

Any streaming devices connected to DuqNet IoT must be controlled with their respective remote control. DuqNet IoT is designed strictly for recreational use and is not meant for connecting computers and mobile devices, and access to internal academic resources will not be provided.

DuqNet IoT privacy warning

Duquesne University provides network services for the Internet of Things (IoT). This network, DuqNet IoT, is an unsecured, open network that should not be used to transmit personal, academic, university, financial or legal data that is restricted or internal, per the University's [data governance service requirements](#). Duquesne University is not responsible for malicious theft or interception of data transmitted over this wireless network.

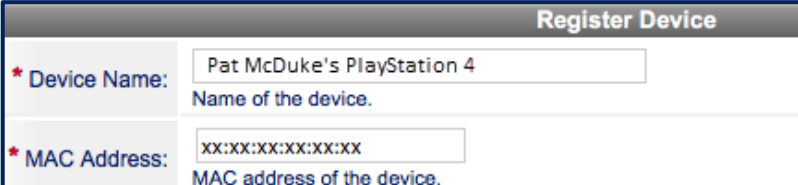
Individuals using this network should ensure that their device is protected, preferably with antivirus software, and updated with the most recent security patches and updates. Duquesne University assumes no responsibility and is not liable for damages, loss of data, or viruses that may infect your device on account of access to DuqNet IoT.

Only authorized University affiliates may use this network. Anyone using this network expressly consents to network monitoring and is advised that if monitoring reveals possible evidence of illegal activity or violation of University policy, systems personnel may provide the evidence of monitoring to University authorities and/or law enforcement officials. You are solely responsible for your internet use.

Register an IoT device

You can register up to four non-WPA2 Enterprise devices, such as Apple TV, Nintendo Switch, PlayStation 4, Roku and Xbox One, on DuqNet IoT. **Any IoT devices you add must be re-registered at the start of each fall semester.**

1. Go to duq.edu/iot while on Duquesne's campus.
2. Click **Register an IoT device**.
3. Sign in with your MultiPass username and password.
4. Select **Create Device**.
5. Enter the following information on the Register Device screen:
 - **Device name:** Provide a descriptive name for your device, such as "Pat McDuke's PlayStation 4."
 - **MAC address:** Most devices list the MAC (or hardware) address in the settings menu under "About" or "Network." Instructions for finding the MAC address for the most common IoT devices are available in the [FAQ section](#) of this document.



The screenshot shows a web form titled "Register Device". It contains two input fields. The first field is labeled "* Device Name:" and contains the text "Pat McDuke's PlayStation 4". Below the input field is the text "Name of the device.". The second field is labeled "* MAC Address:" and contains the text "XX:XX:XX:XX:XX:XX". Below the input field is the text "MAC address of the device.".

6. Select the **By selecting this checkbox, I am agreeing to the service requirements set forth by Duquesne University** checkbox.
7. Click **Create Device**.

Note: If your device does not connect to DuqNet IoT shortly after registering it, restart the device and try connecting again. If it will still not connect after restarting, verify you entered the correct MAC address for your device.

Manage your registered IoT devices

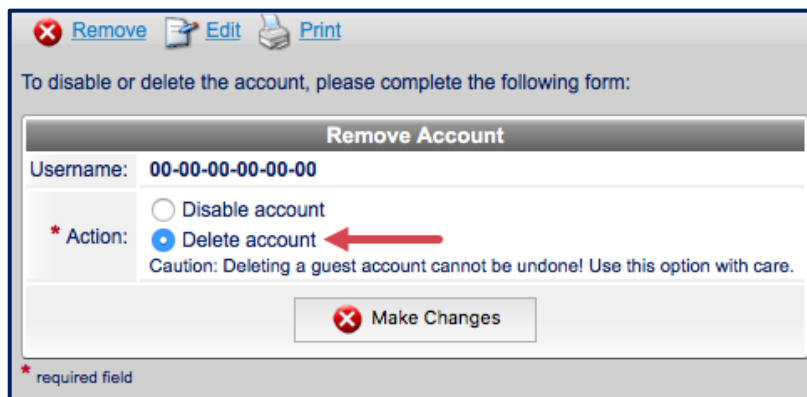
After registering an IoT device, you can edit its name or MAC address, or remove it.

Edit an IoT device

1. Select **Manage Devices**.
2. Choose the device you want to edit or remove and select **Edit**.
3. Update your device's name or MAC address.
4. Click **Update Device**.

Remove an IoT device

1. Select **Manage Devices**.
2. Choose the device you want to edit or remove and select **Remove**.
3. Select **Delete Account**.



The screenshot shows a web form titled "Remove Account" with a grey header bar. Above the form, there are three links: "Remove" (with a red 'X' icon), "Edit" (with a pencil icon), and "Print" (with a printer icon). The form itself has a light grey background and a dark grey header bar with the title "Remove Account". Below the header, there is a text input field for "Username:" with the value "00-00-00-00-00-00". Below this, there is a section for "Action:" with two radio buttons: "Disable account" and "Delete account". The "Delete account" option is selected, and a red arrow points to it. Below the radio buttons, there is a caution message: "Caution: Deleting a guest account cannot be undone! Use this option with care." At the bottom of the form, there is a button labeled "Make Changes" with a red 'X' icon. A small asterisk and the text "required field" are visible at the bottom left of the form.

4. Click **Make Changes**.

FAQ

How do I find my device's MAC address?

Device	Instructions
Amazon Fire Stick	<ol style="list-style-type: none"> 1. From the main menu, select Settings. 2. Select System. 3. Select About and navigate to the Network section. 4. Locate the device's MAC Address (Wi-Fi).
Apple TV	<ol style="list-style-type: none"> 1. From the main menu, select Settings. 2. Select General. 3. Select About. 4. Locate the Wi-Fi Address.
Nintendo Switch	<ol style="list-style-type: none"> 1. From the home screen, select System Settings. 2. Select Internet. 3. Locate the device's MAC address under System MAC Address.
PlayStation 4	<ol style="list-style-type: none"> 1. From the home screen, select Settings. 2. Select System. 3. Select System Information. 4. Locate the device's MAC Address (Wi-Fi).
Roku	<ol style="list-style-type: none"> 1. From the Roku home screen, select Settings. 2. Select About. 3. Locate the device's Wireless MAC Address.
Xbox One	<ol style="list-style-type: none"> 1. From the home screen, go to My Games & Apps. 2. Select Settings and then All Settings. 3. Select Network and then Network Settings. 4. Select Advanced Settings. 5. Locate the device's Wireless MAC Address.

What devices do not work on DuqNet IoT?

The following devices do not work on DuqNet IoT:

- Google Home, Home Mini and Chromecast
- Smart bulbs, such as Philips Hue.

CTS has seen limited success connecting Amazon Alexa devices to DuqNet IoT.

Why am I unable to talk to my friends online when playing certain games?

IoT network traffic leaves Duquesne University under a single Network Address Translation (NAT) IP address. Duquesne University uses a NAT Type 3 (strict), which limits some of the functionality of online gaming found on a non-enterprise network. A possible workaround is to do a party chat outside of the game you are playing.