CONNECTING TO SAFECONNECT
Register Your Game Consoles, Media Devices, and Wi-Fi Printers

With the implementation of the SafeConnect system at Coastal Carolina University, students have the ability to self-register devices such as game consoles, media streaming devices and now printers using CCUResNet Wi-Fi network. In order to do this, you must first install the SafeConnect policy key on your computer or be able to connect to the network (wired or wireless) with a mobile device. **Note: We HIGHLY recommend that you use the wired connection for game consoles and media devices. It provides a faster and more stable connection.**

HERE’S HOW TO REGISTER

01. Plug in your game console/media device and turn the device on.

02. Depending on your preference, connect your game console/media device to CCUResNet via a wired or wireless connection. **Note:** We strongly recommend a wired connection for greater stability and speed when using game consoles and streaming media devices.

03. On the device you wish to register, obtain the MAC address by navigating to the network settings menu or printing out a settings page on your printer. You will need to enter the MAC address to register your game console/media device. **Note:** as there are many different models of printers, please refer to the owners guide to print the settings page.

04. On a SEPARATE device (PC, Mac, tablet, mobile phone, etc.) connected to the internet, go to https://safeconnect.coastal.edu:9443/enroll (do not put a “/” after “enroll”).

05. Enter your CCU credentials. Check the box next to “I accept the acceptable use policy.” Click “Submit.”

06. On the Device Registration Page, complete the form and click “Enroll Device.” From the pull-down menu, select the device you wish to register.

Questions? Contact ITS/Student Computing Services • Kearns 113 • Help Desk: 843-349-2908 • Tech Support: 843-349-2220
Twitter: @CCU_SCS • Facebook: www.facebook.com/ccuscs • For discrimination concerns: https://www.coastal.edu/titleix/.