Connecting to UNCP Network – Xbox One

Connecting your Game System to the UNCP network involves three steps:

✓ Finding the device’s MAC address.
✓ Configuring your device for the UNCP network.
✓ Registering your device’s MAC address with SafeConnect from within BraveWeb.

**Step One - Locate your device’s MAC address**

1. Navigate to the Settings page
2. In the setting pane, Select Network
3. Select Advanced Settings
4. Record the MAC address listed on the right hand side of the screen.

**Step Two - Configuring your device for the UNCP network.**

1. From the Home Screen (You can press the Xbox button to return to the Home Screen.), choose the My Games and Apps option > Highlight Apps > select Settings > click on Network
   a. A second way to access settings, if your Kinect is hooked up correctly, is to say “Xbox go to Settings”
2. Select Set up Wireless Network.
3. Choose Add a wireless network.
4. Continue with default options until you are asked how to find SSID (Your options will be Scan or Enter Manually.) Click on Scan.
5. Select ResidentialWiFi for the SSID and click next.
6. Select none for the security type.
7. Click test internet. This test will fail, but you must do this step first before you can enter the MAC address in Manual Device Enrollment in BraveWeb.
Step Three - Register the device’s MAC address with SafeConnect

1. Register the MAC address via manual device enrollment in BraveWeb. Login BraveWeb at braveweb.uncp.edu. Choose the Manual Device Enrollment link, enter your BraveWeb username and password, click I accept the acceptable use policy and then click Submit.

2. Enter the MAC address of the game system and for Device Type select Microsoft Gaming Device. Click Enroll Device.