

Reznet Network Data Policy

1. All policies and procedures outlined are intended to serve for the current school year; however, the University reserves the right to make such modifications as are deemed necessary. If and when changes are made, effort will be made in posting changes on the university web page. It is the responsibility of the user to be familiar with these changes.
2. Students are responsible for their behavior on the RezNet and for the use of their computer connected to RezNet.
3. Reznet provides wireless access through the University Infrastructure. Personal wireless network hubs are restricted because of the potential for interfering with existing and future university run wireless networks and for network security reasons
4. The use of "mini hubs" or other equipment that allows more than one computer to connect to a single Ethernet port is not allowed.
5. Network resources are not unlimited. Users should be aware that their use of the RezNet network impacts with the use of the network by others. Examples of uses of RezNet that can have a negative impact on usage are as follows, but are not limited to:
 - Setting up file and game servers. In consideration of others, students should think before they set up a computer to act as a server that might use up network bandwidth.
 - Software that automatically transfers MP3 and other files, often set student's computers up as a server without their knowledge. Examples of this are software such as LimeWire.
 - Live or "on demand" audio and video creates a high demand for bandwidth.
 - Chat programs can make on impact on bandwidth if they are left on all the time.
6. RezNet is a network for use primarily in the advancement of the students' academic career. Irresponsible use of the network resources in such a way that interferes with the specified use of this network can be viewed as abuse.