## Connecting to Ethernet in the Residence Halls

This outlines how students in University Housing may connect their devices to the wired network (Ethernet) in their residence hall. This may include connecting laptops and gaming consoles via UGA's Device Registration Portal (DRP).

### What you need
- A computer with a built-in Ethernet port or Network card
- An Ethernet Cable / A Cat-6 or Cat-5e Network Cable
- Any CDs that came with your computer in case a problem develops during the year

### What you do not need
- Internet Service Provider (ex: AOL, AT&T, Charter, etc.)
- Router, Switch, or Hub
- Note: Personal wireless routers are not allowed in the residence halls, as they interfere with PAWS-Secure.

### How to Do I Get Connected to the Wired Network in My Residence Hall Room?

Before you can access the Internet in your room via a wired (Ethernet) connection, you will have to register your device with UGA. You must be physically connected to register your device.

1. **Check to see** if your dorm room as a wireless access point box in the Ethernet jack on the wall.
   a. **NOTE**: There are different steps for room with the box versus those without a box.
2. **Read these instructions** on how to identify your next step.

### How Do I Register My Device?

1. **Plug your device into the wall port** with an Ethernet cable. In most buildings, there is either a white box or a wall plate with one or more Ethernet jacks. If there are multiple colors, use the red or orange jack.
2. **On your device**, open your web browser. Normally, you will automatically be redirected to the UGA Student Technology Support registration page. If so, read and accept the terms of use and follow the instructions on screen. If you are not redirected to the registration page, proceed to Step 3.
3. In the address bar, type “drp.uga.edu” and hit enter. If this loads the registration page, follow the instructions to register.
   - If this does not work, please call the EITS Help Desk at 706-542-3106 for assistance.

### Registration Instructions for Other Devices

1. Plug the device into the wall port with an Ethernet cable. In most buildings, there is either a
Wireless Connections

To connect your computer or mobile device to a wireless network, select "PAWS-Secure" in your Wi-Fi networks list. You should be prompted to log in.

Connect to PAWS-Secure and provide your MyID and password. You should not have to sign in again to the wireless network. Some devices (game consoles, smart TVs, etc.) are not capable of connecting to PAWS-Secure, and must use a wired connection. If your device cannot connect to PAWS-Secure and does not have an Ethernet or USB port, that device will be unable to connect to the campus network. Examples of such devices include Chromecast, Nintendo 3DS, and certain Roku devices.

Additional instructions about PAWS-Secure are available on the PAWS-Secure page.