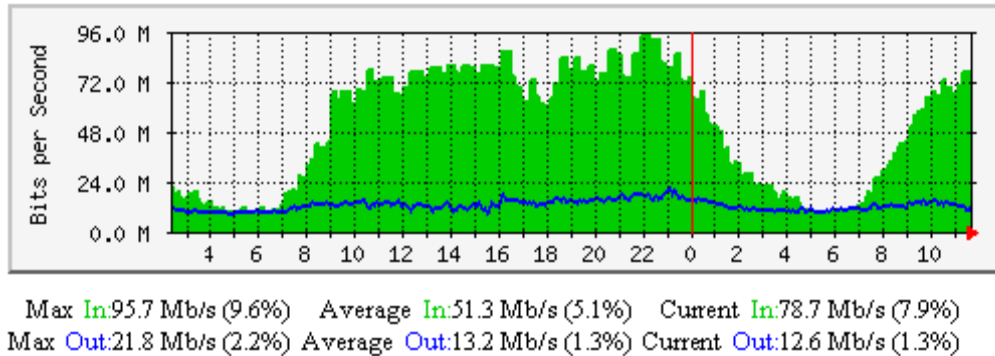


Internet Gaming

Xbox 360 and other internet gaming is allowed on the UW-Platteville campus network, but is not supported by the University in anyway. ResNet is responsible for basic internet connectivity (data jack in rooms is operational and your computer can load webpages).

'Daily' Graph (5 Minute Average)



The above graph shows the allotted internet bandwidth from the University's internet provider. At the 16:00 and 17:00 hours (4pm-5pm) there is a slight drop off. This notes the end of the business day. At the 18:00 hour (6pm) there is a steady increase until the 22:00 hour (10pm). Then the bandwidth usage steadily drops off until the 8:00 hour (8am).

The University's bandwidth is not unlimited. With all the students on campus, everyone is in competition for the same amount of bandwidth that is allotted to the University. At the 22:00 hour (10pm) the University's bandwidth was at its maximum capacity.

One reason why the bandwidth is being maxed out is because students are using Peer-2-Peer applications (Limewire, BitTorrent...etc). Peer-2-Peer applications use a lot of bandwidth and will take up any free bandwidth that is there for the taking. Last year (2006-2007 academic year), ResNet had received 175 copyright take down notices from RIAAⁱ, MPAAⁱⁱ, DMCAⁱⁱⁱ, BSA & ESA^{iv}, and BayTSP^v. These are all companies that hold the copyright for the music, movies, and software that is being shared illegally on the internet. Last year ResNet/OIT received a subpoena for one student's personal information and the student was charged with penalties of copyright infringement. In most cases, for one song file, the RIAA is charging \$5,000.

Another reason why off campus services (for example: Xbox Live) might not work properly is because their own service is not working properly. With the release of Halo 3, there has been a lot of stress on the Xbox Live servers to keep up with all the connections^{vi}. Also Xbox and other gaming devices are not designed for an Enterprise Network, like the University's.

Gaming issues can be brought up to your Hall Council meetings for further discussion with ResNet and the STAC Committee (<http://www.uwplatt.edu/oit/committee/stac/>). If there is a known network issue, ResNet will receive notification from OIT.

ⁱ RIAA – Recording Industry Association of America

ⁱⁱ MPAA – Motion Picture Association of America

ⁱⁱⁱ DMCA – Digital Millennium Copyright Act

^{iv} BSA & ESA – Business Software Alliance & Entertainment Software Association

^v BayTSP – Bay Track, Secure, Protect

^{vi} <http://blog.wired.com/games/2007/09/halo-3-overwhel.html>