



## KMC Student Wi-Fi 2018 – 2019

You can connect your own laptop, tablet or smart phone to the KMC Student Wi-Fi as follows.

1. Browse for Wireless networks on your device.
2. Choose KMC Student Wireless from the list.
3. If the login box doesn't appear, open a web browser and try to access web page; this should bring you a login box.
4. Now login with your usual KMC network login details.

Your device should now be connected to the KMC Student Wi-Fi.

KMC Student Wireless is accessible in the following locations

- LRC
- Coach House Café
- Main House (1<sup>st</sup> Floor, Top floor & Basement)
- Student Cellar Bar (Residential students over 18s only)
- Annexe Accommodation
- Hostels (x4)
- Courtyard Classrooms
- FE Centre
- Coneygar
- OEC19b
- Annexe 24
- Kingston Building (Agri Tech)
- Greys Loft
- Peak Fitness Centre
- Higher Dairy Farm House
- Indoor Riding Arena
- Manor Stables 20a & 20b
- Manor Glasshouse (classroom end)
- Outdoor Education Centre
- Stinsford Common Room, Room 25, 29, 30
- Forge
- Sticklefords
- Visitors Centre
- Room 34

If you experience any problems, a member of the ICT Support team will be happy to help you; the LRC team will arrange for one of us to assist you with any problems you may have.

Please remember to work safely; your laptop or device is your responsibility. Do not leave your laptop or device, or any personal item, unattended at any time.

**KMC is not responsible for any items lost, stolen or damaged.**

It is your responsibility to ensure that your laptop or device has adequate anti-virus software installed. If you require advice about this one of our ICT Support technicians will be happy to talk to you.

**Please note that by using the KMC Student Wireless you are bound by the KMC ICT Acceptable Use Policy (available to view on Student Moodle Portal, 'Policies and Procedures' and on the LRC notice boards).**

Anyone caught breaking the ICT Acceptable Use Policy will have their laptop/device barred from using the service and may face disciplinary procedures.