

MEMORANDUM OF UNDERSTANDING FOR UVM GAME SERVICE

May 3, 2000

L/L Wired Suite (Wired) and Computing and Information Technology (CIT) are establishing, as a pilot program, a Game Server. Our goal is to provide a learning experience for the members of Wired in running a production environment and provide a top-notch gaming experience for the UVM gaming community. We also expect this server will keep game traffic on the UVM campus instead of consuming the UVM Internet connection. This document describes our responsibilities, a projected time line, funding, and administrative arrangements for the new Game Server. The pilot program will run through June 30, 2001.

1 Responsibilities

This section describes each of our roles in support of the Game Server.

CIT will provide a 600MHz Pentium III system with 256M memory and a 20G hard disk. CIT will administer root, administer the RedHat Linux 6.2 operating system, and provide Wired with a local account (gsc) on the system.

Wired will obtain, install, configure and operate the game server software under the gsc userid. Wired will run regular jobs to analyze the logs of the games and make the statistics available via a web server on the system.

1.1 L/L Wired Suite Responsibilities

1. Obtain, install, configure, maintain the game server software
2. Run servers for the games chosen
3. Provide game statistics of games played on the servers via web pages from analysis of the game logs
4. Advertise game service on campus

1.2 CIT Division Responsibilities

1. Provide a 600MHz Pentium III system with 256M memory and 20G hard disk
2. Install and maintain RedHat 6.2 Linux operating system
3. Provide a local userid (gsc) for Wired's use
4. Provide a web server on the system
5. Maintain system (including hardware and network interface) in CIT Machine Room

2 Funding

Wired and CIT will share funding as follows:

CIT will fund:

1. 600MHz Pentium III system
2. Purchase any required software (OS and Server)

3. Systems Programmer to maintain system and operating system

Wired will fund:

1. People to maintain and operate the game server software

3 Administrative Arrangements

This agreement will be in effect for an initial period ending June 30, 2001. At the end of that time, allowing for sufficient notice to affected individuals, Wired and CIT may choose to renew for a term to be decided. Either party, allowing for sufficient notice to affected individuals, may terminate this agreement at any time.

CIT Contacts and Liaisons

Management liaison
Systems Programmer

Keith Kennedy
Frank Swasey

Wired Program Coordination and Contact Designates

Management liaison
Technical liaison
Back-up person

John Sama
John Maynard
Drew O'Connor

4 Anticipated Time Line

Start Date	Completion Date	Responsibility	Event or Task
April 12, 2000		CIT/Wired	Completion of MOU
April 10, 2000		CIT	Obtain and Install system
		Wired	Install and Operate software
		Wired	Keep webserver data updated

Signatures

Drew O'Connor, , Wired! Program

John Maynard, Director, Wired! Program

John Sama, Interim Director, Living And Learning Center

Francis Swasey, Systems Programmer, Computing and Information Technology

Keith Kennedy, Assistant Director for Administration Information Systems, Computing and Information Technology

Roger Lawson, Director, Computing and Information Technology
