

IT Service Desk 435-797-4357 servicedesk@usu.edu it.usu.edu

## INFORMATION TECHNOLOGY



MICROSOFT MFA & EDUROAM





First connect to USU-guest wifi

Next, select "setup eduroam" or go to eduroam.usu.edu in your web browser to complete setup





- 24-hour guest session
- Register daily
- Filtered and limited

- 5 year registration
- Full access
- Full bandwidth





Utah State University is requiring Microsoft Multifactor Authentication (MFA) to better defend against increasing social engineering cyberattacks, meet new regulatory requirements, and more economically extend safeguards for sensitive data to all university groups.

## 1. Opt-in to MFA on a web browser

- a. Go to it.usu.edu/mfa
- b. Press "Submit the request"
- c. Press "Opt-in"
- 2. Download the Microsoft Authenticator app Apple Store / Google Play Store



Microsoft Authenticator

app

experience.

Show OR code

When finished, come back to this setur

air your account to the app by clicking this lin

Set up your account in the

Back

Let's try it out

3. Log into the Microsoft Authenticator app A#@aggies.usu.edu

(From this point on, once you open the app you will be asked at some point to allow notifications from this app. Select "Allow")

## 3. Link your USU Account to the Microsoft Authentication App

a. Go to usu.edu/mfasetup on a web browser

- b. Log in A#@aggies.usu.edu
- c. Select next until you reach "Set up your account in the app"
- d. Press "Pair your account to the app by clicking this link"
- 5. The Microsoft Authenticator app should now display an account: Authenticator Q +

USU A01234567@aggies.usu.edu

6. Go back to the web browser and select "Next"

Approve the notification we're sending to your app by entering the number shown below.

It should now load a screen with a two-digit number



7. Go back to the Microsoft Authenticator app

Type in the two-digit number from the previous screen and press "Yes"

## 8. Go back to the web browser

a. It should now say "Notification Approved"

b. Press "Next" and then "Done"

You're all set!