

## Manual for charging your Chalmers Konferens & Restauranger Guest card and Student union card

If you have any questions about this feature, please contact us by:

Student union card	031-772 39 06	<a href="mailto:desk@chalmersstudentkar.se">desk@chalmersstudentkar.se</a>
Guest card	031-772 39 53	<a href="mailto:support@chalmerskonferens.se">support@chalmerskonferens.se</a>

### Guest card login

Your card needs to be registered in the system.

The username is the same as the email address you have registered in your account with us. First time you log in, enter your registered e-mail address.

A code will then be sent to the registered email address that need to be entered. As long as you use the same device the login in procedure will only be with your e-mail.

If you do not have an email address registered in your account or if you want to change your email address, contact us personally at one of our guest card service centres

- Union service Johanneberg
- STORE
- Wijkanders
- Universeum
- Visitor Center Lindholmen

### Union card login

Active members of the Student Union log in through the union app which you download through google/apple.

The username is the **same as** Your student email, [CID@student.chalmers.se](mailto:CID@student.chalmers.se)

PhD student? Please use your @chalmers.se email that you entered when registering for union membership.

NOTE! if you do not have an active membership (for example not paid the union fee) you can still log in but by the same way as the Guest card login procedure.

If you experience problems with log in through the app, please contact the service desk.

### Charge

Charging of guest card by log in at [chalmersstudentkar.microdeb.me](https://chalmersstudentkar.microdeb.me) takes place via SWISH and identification with BankId. Charging of union card by log in at the student union's app. You can charge any of the amounts, 300sek, 500sek, 1000sek.

### Do not have SWISH?

On our devices, you can top up your account with a credit card at our cash registers