

## Virtual Reality Policy

The Kling Memorial Library maintains and furnishes an HTC Vive virtual reality system for the sole use of library patrons. Virtual Reality (VR) is a three-dimensional, computer generated environment which can be explored and interacted with by a person using a computer, headset, sensors and hand controllers. The user becomes a part of the virtual world or is immersed within the environment and while there is able to interact with and manipulate the environment.

*\*For some, the use of Virtual Reality equipment can cause dizziness and disorientation. Those prone to motion sickness should take care when using the equipment.*

### Purpose:

The library strives to offer community access to new and emerging technologies, such as virtual reality, to inspire a new interest in creation and collaboration at the library. This policy establishes how and under which circumstances the public may use the library's HTC Vive.

### Policy:

- Users of the HTC Vive must be over 13 years of age or under the supervision of a parent or guardian.
- Patrons may only use the VR alongside appointed library staff or volunteers.
- The library's VR will be available during designated arcade days or in conjunction with staff run library programs.
- VR sessions may vary in time between 10 minutes up to 30 minutes depending on the number of patrons waiting to play, but will not exceed 60 minutes per day per person.
- Patrons are allowed one session per day during regular arcade days.
- Patrons may make suggestions of game titles to be downloaded which will be reviewed by library staff. There is no guarantee suggestions will be purchased or downloaded.

### Procedure:

The HTC Vive is available during designated arcade days, but only if adequate staff or volunteers are available and the meeting room is vacant. The VR sign-up list will be on a first come first serve basis.

HTC Vive users are asked to treat the equipment gently. Those patrons that do not treat the equipment gently or are too loud and disruptive will be asked by the staff to stop for the day. Users who repeatedly abuse the equipment will have his/her VR privileges revoked indefinitely.

Adopted: January 10, 2019