Gaming System Policy

Purpose

The Kling Memorial Library welcomes patrons to use the gaming system located in the Teen Corner. Gaming is offered to make the library enticing to youth and teens, to encourage them to visit the library, to expose them to the services available at the library, and to develop a love of books and reading.

Policy

Users must read and agree to the Gaming System Policy before using the system. The rules in the policy are set up to ensure proper use of the equipment and allow fair access to our patrons. Failure to follow these rules of conduct will result in loss of gaming privileges. Any damages that occur to the library's space and equipment or to the gaming equipment will be the responsibility of the patron or patrons using the area at the time the damage occurs. A manual invoice with an explanation of the damages may be generated and attached to the patron's library card account to pay for damages. This will be handled on a case by case basis.

<u>To Use the Nintendo Switch:</u>

1. Users must have a valid Kling Memorial Library card that is in good standing and be in 6th grade or older. Special times, events, and tournaments may include younger participants.
2. The gaming system can be used throughout the day. Patrons must sign in at the front desk to use the gaming system. At the time of sign in, users will be given controllers and other accessories needed to play. When patrons are finished playing they must notify staff and sign out.
3. Game playing will be limited to 30 minutes. If no one is waiting to use the system, play may continue. Anyone using the gaming system must be willing to end the game when requested by staff.
4. The gaming system will be shut down 15 minutes before the library closes.
5. Patrons using the gaming console in the Teen Corner are asked to respect others using the library and keep the volume and noise level low. This

includes no vulgar, foul, or inappropriate language or actions. If players do not keep within these guidelines they will lose gaming privileges for the day. If there are continued problems, further action will be taken.

6. Patrons may request permission from staff to use personal games or equipment on the library's gaming system, otherwise gamers may only use the gaming equipment and games available at the library.
7. Any broken, damaged, or dysfunctional equipment caused by patron misuse will be charged to the patron's library card, and library privileges will be suspended until costs are cleared from the card. (Please note: game playing is monitored by video cameras.)
8. This policy is available online and by request at the Service Desk. A signed copy of the Gaming System Policy will be kept on file attached to the patron's library card account. Parents wishing to have a copy of the rules may obtain one from the Service Desk.

<u>To Use the HTC Vive Virtual Reality Set:</u>

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.*

1. The HTC Vive may be used by patrons 6th grade and older. Users 5th grade and younger must have parental consent to play.
2. Patrons may only use the VR alongside appointed library staff or volunteers.
3. The HTC Vive will be available during designated arcade days or in conjunction with staff run library programs, 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.
4. 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.
5. Patrons are allowed one session per day during regular arcade days.
6. 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.
7. Rules 7 and 8 from the Nintendo Switch section also apply to the HTC Vive.

Gaming System Policy Agreement and Consent

I, _____ (first and last name), have read and understand the above Gaming System Policy along with the rules and responsibilities associated with using the gaming equipment at Kling Memorial Library.

I give my child, _____(child's first and last name) permission to use the library's gaming equipment indicated below.

☐ Nintendo Switch

☐ HTC Vive Virtual Reality Set

Date: _____

Patron Signature: _____

Parent Signature: _____

Adopted: April 11, 2013
Reviewed and Adopted: December 13, 2018
Revised and Adopted: April 13, 2023
Reviewed and Adopted: October 15, 2026