

<b>Policy Name</b>	Gamer Space		
<b>Section &amp; Number</b>	Operational Policy, Management Team	<b>Effective Date</b>	2023-03-29
<b>Motion Number</b>	N/A	<b>Last Review</b>	2023-07-19
<b>Author</b>	Innovations. Collections and Technology	<b>Next Review</b>	2024

## Policy Statement

St. Catharines Public Library offers a variety of games and gaming equipment in a dedicated space for the enjoyment of library customers. Access to these items and spaces give customers the opportunity to try new technologies and games. Programs of this type are used to provide recreation and entertainment, as well as foster social connections among SCPL customers.

## Scope

This policy describes how the gaming space is to be used by staff and customers.

## Definitions

Adults: For the purposes of this policy, adults are defined as customers 18 years and older.

Teens: For the purpose of this policy, teens are defined as customers between 12 years and 17 years.

Children: For the purposes of this policy, children are defined as customers 11 years and younger.

Guardian: For the purposes of this policy, guardians are parents or a person who has lawful custody of the child or a person providing care to a child outside the home.

## Responsibility

The CEO or designate is responsible for the overall administration of this policy.

## Operational Guidelines

Customers of any age are welcome to use the library's Gamer Space and equipment. Children under 12 years of age must be accompanied by a responsible guardian. The guardian must be in the gaming space with the child.

Children and teens may have priority to the gaming space on select days and times (ie. after-school drop-in, March Break or school holidays for teens/children).

Library programs and special events take precedence over individual customer use of gaming spaces, gaming collections, and equipment.

A library card in good standing is required to use the library's Gamer Space. Library owned games and gaming equipment must remain on library premises. The Gamer Space is under video surveillance, please refer to our Video Surveillance Policy.

### Use of Equipment:

- Customers must use the gaming equipment provided by the library with the exception for personal headsets on the gaming computers. Customers will not be able to supply their own games, controllers or memory cards when using the consoles.
- Controllers and headsets must be checked out with a library card. Items may be signed out with a teen or adult card.
- Customers checking out the controllers and headsets will be fully responsible for said equipment.
- All controllers and headsets must be returned to a service desk, no later than 15 minutes prior to library closing. Any damage that occurs to library gaming equipment, gaming collections, or gaming spaces will be the responsibility of the customer or customers using the items or space at the time the damage occurs.
- A replacement fee may be charged to a customer's library account for broken, damaged, or dysfunctional equipment caused by customer misuse.
- The library is not responsible for any losses resulting from customers not logging out of gaming systems.

### Time of Use:

- Each customer will be allowed to use a gaming system in 60-minute increments.

- If no other customers are waiting, the current customer may have an additional hour of time.
- All equipment is available on a first come-first serve basis.
- Customers must end their play immediately at the request of a staff member. Gaming time limits are at the sole discretion of the library staff.

Gaming systems will be shutdown 15 minutes prior to the library closing.

Gamer Space customers must respect other customers of the library by keeping their volume low, using appropriate language and following SCPL's Code of Conduct.

Failure to follow this policy may result in loss of gaming privileges and/or loss of library privileges. Please see the Internet use policy and the Code of Conduct Policy for more detailed information about loss of library privileges.

## Implementation

The CEO or designate will implement this policy.