

The Oak Creek Public Library offers a variety of games and gaming equipment for the enjoyment of library patrons. Access to these items and spaces give users the opportunity to try new technologies and games. Programs of this type are used to provide recreation and entertainment, as well as foster social interactions among Oak Creek Public Library users.

Anyone wishing to use gaming equipment and gaming collections must read, agree, and sign a copy of the “Gaming Equipment Agreement”. Any patron under the age of 16 must have their guardian sign the agreement, as well.

Gaming systems will be shutdown 30 minutes prior to the library closing.

GAMING RULES

Gamers of any age are allowed to use the library’s gaming space and equipment. Children under 10 years old must be accompanied by a responsible guardian. The guardian must be in the gaming room with the child. Please see the Oak Creek Public Library Safe Child Policy for more information.

While all ages are welcome, staff may give school-aged children and teens priority to the gaming space on select days and times.

Library programs, Recreation Department programs, and special events will take precedence over individual patron use of gaming spaces, gaming collections, and equipment.

A library card in good standing is required to use the library’s games and gaming equipment. Library owned games and gaming equipment are not allowed to leave the library premises.

Up to four controllers and one console game may be checked out per card. The patron checking out the controllers and game will be fully responsible for said equipment. All controllers and console games must be returned to the adult information desk, no later than 30 minutes prior to library closing.

Any damage that occurs to library gaming equipment, gaming collections, or gaming spaces will be the responsibility of the patron or patrons using the items or area at the time the damage occurs.

A fine of \$5 per hour will be assessed for any late controllers. This amount will be billed to a user’s library account. If a controller is not returned by the time the library closes for the day, a user will be billed for the current retail replacement price of the controller.

A fine of \$5 per hour will be assessed for any late console games. This amount will be billed to a user's library account. If a console game is not returned by the time the library closes for the day, a user will be billed for the current retail replacement price of the game.

A fine of up to \$100 may be charged to a user's library account for broken, damaged, or dysfunctional equipment caused by patron misuse.

Each patron will be allowed to use a gaming system in 60 minute increments. Patrons must sign-up at the 2nd floor service desk. If no other patrons are waiting, the current player may have one additional hour of playtime, for a total of 2 hours per day. All games are available on a first come-first serve basis. Patrons must end their play immediately at the request of a staff member. Gaming time limits are at the sole discretion of the library staff.

The time it takes for a staff member to set up a game is counted toward total time used.

Patrons may only use the gaming equipment provided by the library. Patrons may provide personal E rated games to play on the library equipment. Patrons must alert staff at the beginning of their session that they would like to use a personal game. Memory cards, or extra accessories not provided by the library will be allowed. The library is not responsible for any damage that may occur to personal games.

Patrons must respect other users of the library by keeping their volume low and by not using vulgar or inappropriate language.

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

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