

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.

Patrons of any age are allowed to use the library's gaming space and equipment. To reserve a room a patron must be at least 12 years old and have a signed Gaming Room Agreement on file. Up to 4 other individuals may join the reservation holder in using the room for a maximum of 5 people. The individual who reserves the room must be in the room during the reservation and is responsible for any misuse, theft or damage that occurs during the reservation. If an adult reserves the room on behalf of a minor, 12 to 16 years old, they must edit the reservation to be in the child's name if the adult does not plan to stay in the room during the reservation.

Per the Library's Patron Behavior and Rooms policies, children under 12 may not be in the library without a caregiver 12 years of age or older. Patrons under 12 cannot reserve the Gaming Room. The caregiver must reserve the room and fill out the Gaming Room Agreement for themselves.

Patrons that live in Milwaukee County must have a valid Milwaukee County Library Card to reserve the room. Patrons with a temporary card (*i.e., a card with a one-month expiration*) may fill out the Gaming Room Agreement and use the room one time.

Reservations are available on a first come-first serve basis. Reservations are forfeited if the user has not arrived within 15 minutes after the start of the reservation. Repeated cancellations may result in denial of future reservations.

Patrons may reserve the Gaming Room in 1-hour increments, with the option, if no one is waiting, to extend the reservation, in 1-hour increments, for a maximum of 4 hours per day. The Gaming Room may be reserved up to 7 days in advance. It cannot be reserved 30 minutes or less prior to the library closing and must be vacated 15 minutes before closing.

There are digital games to use for most of the systems, alternatively, patrons can checkout games from the library's video game collection to use in the Gaming Room. If a patron does not have a Milwaukee County library card, they will be limited to the library's digital game collection.

The cabinet housing the systems will remain open and unlocked for easy patron use. Library owned gaming equipment will be stored in the room.

Patrons may bring in their own games and controllers for use. Patrons may use their own accounts to login to gaming/streaming services. If a patron logs in to a personal account, it is their responsibility to log out before shutting down any equipment.

The library is not liable for any damage or loss that may happen to a user's personal equipment and/or user accounts. Memory cards, or extra accessories not provided by the library, are allowed. Patrons must show personal games and/or accessories to staff before use. Users may be required to end a game/movie if the content is deemed inappropriate for a library setting.