

# **Carter Lake Public Library**

## **Gaming Policy**

### **Purpose:**

This policy aims to outline how gaming is monitored and run in the library. This will discuss how games are purchased, the maintenance of equipment, patrons who can use it, and patron conduct when using gaming devices.

### **Purchasing Video Games:**

When purchasing games for the library's devices no items with a M rating can be purchased or any T-rated games if they have excessive violence, language, and sexual themes. T-rated games can be purchased if they are not excessively violent, vulgar, or don't have sexual themes. When purchasing games for the library's collection it is important to consider how many players can play simultaneously. To cater to larger groups multiplayer games are preferred over games that can only be played by one person. However, some single-game players can be purchased if they are requested and the librarian in charge deems them worth the purchase.

### **Equipment Maintenance:**

Gaming remotes should be wiped clean after the end of the gaming session. Remotes will be put on their correct charging docks at the end of the day and the devices will be turned off. Equipment should be dusted off at the end of the week, especially around their vents to prevent overheating.

### **Gaming Use:**

There are set gaming days and times for different grade levels to use the gaming equipment. The two groups are broken down into two groups. 3rd-5th and 6th-12th grade had different days so there aren't any overlaps between the age groups. Adults can use the gaming equipment during adult gaming times.

### **Gaming Conduct:**

Patrons using the gaming equipment must still follow the Patron Code of Conduct Policy. Any excessive noise and language use that fails to stop after a verbal warning could result in the gaming session ending early. Fighting will not be tolerated at all and patrons caught fighting will be asked to leave for the day.