



Video Gaming in the Library

POLICY

The Chili Public Library has a Playstation 4 (PS4) and a Nintendo Switch available in the Teen Room for public use. Patrons between the ages of 10 and 18 may request the use of either system. Those 9 and under, or 19 and older, will not be permitted to use either console in the Teen Room. Patrons ages 10-12 must have a parent or guardian present while the system is in use.

When an item is checked out onto a patron's account, it is the responsibility of that patron to safely return these items when they are done with them. Video games and controllers cost up to \$70 to replace, so it is important for patrons to return them when they are finished playing.

- Video games and controllers that are checked out in working condition and returned damaged or broken may be charged to the account they were checked out to.
- Video games and controllers that are not returned, and are instead left in the Teen Room, will be returned upon discovery, but a note of warning will be added to the patron's account, and repeat occurrences may result in the revocation of video game privileges.

PROCEDURES

Video games and controllers must be checked out to a patrons account when used in the library. Available games and controllers are located at the Circulation Desk. A patron can check out a maximum of 2 video games and 2 controllers at one time. Some games offer multiplayer for up to 4 players. If a group wants 4 controllers, they must check them out with at least 2 patron accounts. Controllers and games will be removed from the patron's account upon their return.

Controllers - Controllers are not available for general lending, they should not leave the building at any time, and must be returned directly to a member of the Circulation desk staff when the patron is done playing.

- For 10-12 year olds, games and controllers **MUST** be checked out onto a parent/guardian's library card, and the parent/guardian must be present at the time of checkout.
- For 13-18 year olds, games and controllers can be checked out onto the card of either the teen or a parent or guardian, but the owner of the card must be present at the time of checkout.

Video Games - Video games are available for general lending. A patron is free to check out a video game for use in the Teen Room, then keep it for the allotted amount of time (one week), as they would with any circulating item. Video games can be returned in the return bin.

- Some video games are M-Rated, meaning they contain mature content, equivalent to an R-Rated film. While some M-Rated games are available for lending, M-Rated games may not be played on either the PS4 or the Switch in the Teen Room.