



WAUPACA AREA PUBLIC LIBRARY

IMAGINE LEARN CONNECT

WAUPACA AREA PUBLIC LIBRARY

715-258-4414

wau@waupacalibrary.org

www.waupacalibrary.org

WAUPACA AREA PUBLIC LIBRARY
LIBRARY BOARD OF TRUSTEES
POLICY COMMITTEE MEETING AGENDA
WEDNESDAY MARCH 20, 2024, 5:30 PM OR DIRECTLY FOLLOWING BOARD MEETING
CITY OF WAUPACA COUNCIL CHAMBERS

Mission Statement: "...committed to offering opportunities for connections innovation, and engaged learning."

1. ROLL CALL :

COMMITTEE MEMBERS: Liliana Liegl, Holly Olsen, John Turner, Sarah Hanneman, Cory Nagel

2. APPROVAL OF AGENDA

OPEN MEETING LAW STATEMENT: This meeting and all other meetings of the Waupaca Area Public Library Board are open to the public. Proper notice has been posted and given to the media, in accordance with Wisconsin State Statutes so that the citizens may be aware of the time, place, and agenda of this meeting.

3. Review of Proposed VR Policy

ACTION ITEM: RECOMMEND approval of new VR Policy to the full Library Board.

4. Adjournment

PLEASE CALL ERIC BAILEY (715-258-4414) BY 1:00 PM ON MEETING DATE IF YOU ARE UNABLE TO ATTEND.

PLEASE ADVISE THE CITY CLERK'S OFFICE IF YOU REQUIRE SPECIAL ACCOMMODATIONS. THE CITY OF WAUPACA PROVIDES EQUAL OPPORTUNITIES FOR PUBLIC MEETINGS

VR Headset Policy

The library desires to offer community access to new and emerging technologies such as VR headsets to inspire patrons with diverse stories, unique experiences and entertainment for all eligible ages. This policy establishes how and under what circumstances the public may use the Library's Virtual Reality headsets.

- A. It is the user's responsibility to ensure safe use of the VR headsets, for themselves, other patrons, and for the integrity and longevity of library equipment.
 - a. Users acknowledge that VR games and experiences can contain flashing lights and images which can trigger epileptic seizures, even in people without prior history of said reaction. Patrons should review health and safety warnings of each respective game before playing if they believe they may be at risk of epilepsy.
 - b. Some patrons may experience nausea, loss of balance, dizziness or other discomforts while using a VR headset. Patrons experiencing any sort of discomfort should stop using the headset and take it off. For health and comfort, the library encourages patrons to take short breaks every 30 minutes.
 - c. Many VR games and experiences involve varying degrees of walking, arm movement, and other motions. The patron shall review their surroundings to ensure it is clear of furniture, other patrons or other hazards before using the headsets.
- B. Patrons wishing to use the VR headsets must be of 12 years of age or older.
- C. Patrons are not permitted to download, install or purchase software on the VR headsets. Games may be requested for purchase or download via staff members or written form.
- D. As per the computer and internet use policy, the Library cannot be held responsible for content found online, or for interactions in online-enabled games. Patrons are encouraged to review the ESRB ratings of games and experiences before playing.
- E. Game playing will be limited to 1 hour at a time if someone else is waiting, and a maximum playing time of 3 hours per day.
- F. Patrons agree that damage to the VR headsets caused by misuse will result in the individual being held monetarily responsible for damage and loss of all gaming privileges until payment for damage is received.
- G. Patrons must sign in at the circulation desk before using the VR headsets. Patrons are responsible for returning the VR headsets to the desk they were borrowed from when done.
- H. Patrons agree to ensure the VR headset is clean before returning it to the desk.