

Virtual Reality Headset Policy

The library desires to offer community access to new and emerging technologies such as virtual reality 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 virtual reality headsets, for themselves, other patrons, and for the integrity and longevity of library equipment. The Waupaca Public Library is not responsible for injury or damage caused by patrons using the virtual reality headsets.
 - a. Users acknowledge that virtual reality 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 virtual reality 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 virtual reality 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 virtual reality headsets must be of 12 years of age or older.
- C. Patrons are not permitted to download, install or purchase software on the virtual reality 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 virtual reality headsets caused by misuse will result in the individual being held monetarily responsible for the 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 virtual reality headsets. Patrons are responsible for returning the virtual reality headsets to the desk they were borrowed from when done.
- H. Patrons agree to ensure the virtual reality headset is clean before returning it to the desk.