

GAMING POLICY

Mary J. Barnett Memorial Library

Guthrie Center, IA 50115



- As a community hub, the Mary J Barnett Memorial Public Library offers gaming to promote 21st century learning with new technologies. Through gaming, the Library seeks to meet the recreational and entertainment needs of its customers, promote social interaction, and offer programming for all ages. Gaming makes the Library enticing to all ages which encourages use of the Library, develops a love of books and reading, and exposes the public to the variety of services available at the Library.
- The Mary J Barnett Memorial Public Library welcomes anyone with a MJB Library card to use the gaming systems. Children must be at least 6 years old to use the gaming system in the children's department and may only play games rated "E for Everyone". Special times, events, and tournaments may be scheduled by the Library.
- Anyone using the gaming systems must read and agree to the Gaming Policy before using it. The rules in the policy are set up to ensure proper use of the equipment and allow fair access to all patrons. Failure to follow these rules will result in loss of gaming privileges at the Library. Any damages that occur to the Library's space and equipment and to the gaming systems and all associated components, software and accessories will be the responsibility of the patron or patrons using the area at the time the damage occurs. A charge will be attached to the patron's Library account to pay for any and all damages incurred. A letter explaining the damage charges may be sent to the patron's home address. This will be handled on a case by case basis.
- The Mary J Barnett Memorial Public Library is not responsible for any injury caused by using the gaming systems.
- Library staff are responsible for selecting gaming software for the gaming systems. The software collection will be diverse to meet the interests and skills of all ages. Games selected will be rated "E for Everyone" or "T for Teen". Suggestions for software to be added to the collection may be made; the final decision rests with the Library director. The same policy applies to donations of gaming software.

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Gaming Rules & Procedures

1. The patron must have a Library card in good standing with the Mary J Barnett Memorial Public Library.
2. The gaming systems are limited to use during specified gaming hours only and in specified areas of the Library.
3. Game playing will be limited to one hour per patron per day. If no one is waiting to use the gaming area, play may continue, but players must be willing to end play if someone else signs up to use the gaming systems and may not exceed 2 hours per day. Players must end play immediately at the request of the Library staff.
4. Patrons must check out the gaming systems and accessories at the check-out desk. After the gaming period is up, the patron must check the items back in to a librarian before leaving the Library.
5. No more than 4 patrons will be allowed to play or watch at one time in the gaming area, unless there is a Library-scheduled event or tournament.
6. Gamers using the Wii must wear the wrist leash. Gamers who fail to use the leash will lose their privileges for that day.
7. Patrons must take their shoes off to use the balance board and dance mats. Patrons must wear socks.
8. Patrons using the gaming area are asked to respect others using the Library and keep the volume and noise level low. The Library's conduct policy applies to game users in any area of the Library and during all Library activities.
9. Gamers may only use the gaming equipment and games available at the Library. No games, memory cards or extra accessories from home may be used at the Library.
10. Games and equipment may be checked out or taken out of the Library, unless it is approved by the Library director. The same policy and responsibilities for use and care applies to all individuals using the Library's gaming system at any location.
11. Inventory of gaming accessories will be taken daily by the staff.
12. Gamers are asked to treat the equipment gently. Those patrons that do not treat the equipment gently or are too loud and disruptive will be asked by the Library staff to stop for the day. Gamers who repeatedly abuse the equipment will have his/her gaming privileges revoked indefinitely, at the discretion of the Library director.
13. Gamers must quit play and check equipment back in to the staff 10 minutes before closing. The staff will give players a reminder of the closing time 10 minutes prior to closing time.
14. This policy will be available at the front desk. Patrons wishing to have a copy of the policy and rules may obtain one by asking at the check-out desk.

Adopted: March 25, 2024

Updated:

Reviewed: