

Video Game System Usage Policy

In furtherance of the Library's intent to engage minors to undertake active usage of the Library and to create a sense of community among our young adult population, video game systems will be made available. Use of the Library's video game systems will be limited to patrons in grades 6 – 12 who possess valid Smithtown Library cards. Violation of this policy may result in the suspension or loss of gaming privileges.

Video Game System Usage Rules

1. Patrons in grades 6 - 12 must present their valid Smithtown Library card prior to being permitted to utilize the Library's gaming equipment. Library cards will remain at the reference service desk for the duration of the gaming session.
2. The game systems are available on a first-come, first-served basis. Reservations may not be made to utilize the gaming equipment.
3. Only 2 controllers may be borrowed per library card.
4. Volume levels are to be monitored by Library staff.
5. The Library will only make available video games rated E - T, as assigned by the Entertainment Software Rating Board.
6. Only games from the Library's collection may be played on the Library's game system. Installing or altering games or software or attaching outside equipment to the video game system is not permitted.
7. The use of a video game system is limited to a 60-minute session. Time extensions may be granted at the Library's discretion.
8. Access to the gaming area may not be obstructed.
9. Any malfunction of the video game system and gaming equipment must immediately be reported to the reference staff.
10. All games and equipment must be returned to the reference service desk ten (10) minutes prior to Library closing time.
11. Borrowers are to be held responsible for damaged items and devices.

Policy: 700-90

Adopted: 1/21/2020