

TEEN ZONE GAMING POLICY

The Caldwell Public Library welcomes teens ages 13-19 to use the gaming systems and gaming computers (PCs, television, game consoles, controllers, games, headphones, etc.) in the Teen Zone. Browsing the teen book collection is open to every patron, but use of the seating and gaming area is reserved for teens.

Patrons must adhere to the Teen Zone Gaming policy while using the gaming computers and consoles. The policy is designed to ensure proper use of the equipment and allow fair access for other teens. Failure to follow the policy and the library's Rules of Conduct will result in loss of gaming privileges. Any damages that occur to the library's space, equipment, gaming consoles, computers, and/or accessories will be the responsibility of the patrons using the equipment at the time the damage occurs. All users are expected to use the gaming systems in a responsible manner. Users will also be expected to comply with the following rules.

GAMING SYSTEM RULES OF CONDUCT

- Do not violate the Library's Rules of Conduct including shouting, using profanity or derogatory language; harassing, intimidating or threatening patrons or staff; disturbing or interfering with staff member's ability to assist patrons or conduct their work; or otherwise acting in a manner that is reasonably seen as hostile, offensive or abusive.
- Do not make changes to the setup or configuration of any software or hardware.
- Do not exceed time limits established by the library (120 minutes per day).
- Gaming controllers, games, and headphones are available for checkout. Patrons must have a valid library card from a library in the Treasure Valley LYNX! Consortium. Items must be checked out at the front desk and are available on an hourly basis. Overdue fines on equipment are \$1.00 per hour for each item and begin to accrue 90 minutes after checkout.
- Personal games may be played on the library system if they are ESRB-rated E (Everyone), E10+ (Everyone 10+), or T (Teen). Games rated M (Mature) and AO (Adult Only) are prohibited on library consoles and computers.
- Technical assistance related to the use of library equipment will be available as staff time permits.

Use of the gaming computers for eSports requires a variety of gaming accounts. Library staff cannot assist with the creation of gaming accounts for patrons.