



NAMBUCCA VALLEY COUNCIL LIBRARY VIRTUAL REALITY AND GAMING SYSTEM POLICY NO: G 28

Our Vision

Nambucca Valley ~ Living at its best

Our Mission Statement

'The Nambucca Valley will value and protect its natural environment, maintain its assets and infrastructure and develop opportunities for its people.'

1.0 Policy objective

The policy has a number of aims and objectives: Nambucca Valley Public Library services and programs are offered to make the library appealing and to encourage library use, to develop a love of books, reading and libraries. The virtual reality/gaming equipment at Nambucca Valley Libraries aligns with our mission to discover, connect, and share new technologies with our community. By offering interactive virtual reality/gaming learning programs and immersive storytelling experiences, our libraries can engage and inspire members in ways that traditional books simply cannot. This is particularly beneficial for younger generations who are well acquainted with dynamic digital media experiences.

- 1.1 Ensure the member understands their responsibilities when using the library resources.
- 1.2 Safeguard library resources.

2.0 Related legislation

NSW Library Act 1939

Library Regulation 2018

Children's Guardian Act 2019 Child Protection (Working with Children) Act 2012

Child Protection (Working with Children) Regulation 2013

Children and Young Person (Care and Protection) Act 1998

Children's Guardian Act 2019

3.0 Definitions

Borrow	Use of a library item, with an obligation to return it by the due date without damage; includes use of public access computers
Charge	An amount applied for lost or damaged items
Due Date	Refers to the date recorded by Nambucca Valley Council Libraries when a lent item is required to be returned to the Library

Fee/Fine	An amount applied for overdue items
Item	Refers to any article regardless of physical form, that is part of the Library collection; includes books, magazines, videotapes, CDs, DVDs, cassettes or any other recorded material; microfilm, microfiche, toolkits
Library	Refers to the Nambucca Valley Council branch libraries at Macksville or Nambucca Heads
Library Member	Shall mean a person who has been issued a library card and is entitled to borrow items from the library for which they may incur fines or charges

4.0 Policy Content

Users must read and sign the gaming system waiver before use of the system. Users will then have permission to use the system noted on their membership card. Failure to follow the policy will result in loss of library gaming system privileges.

To use the gaming systems

1. All users must abide by the Nambucca Valley Council Libraries Gaming System Procedures.
2. Users must have a valid Nambucca Valley Council Public Library card and be aged 13 years old or older as children under the age of 13 are in a critical period in visual development and are advised by the manufacturer not to use this system.
3. Game playing will be limited to 1 hour to ensure equity of use. If no one is waiting to use the system, play may continue. Anyone using the gaming system must be willing to end the game when requested by staff.
4. Users will check out the games, controllers and other accessories on their library cards at the front desk.
5. Any broken, damaged, or dysfunctional equipment caused by members misuse will be charged to the members card, and library privileges will be suspended until costs are cleared from the card. (Please note: game playing is monitored by CCTV.)
6. Users will respect others and keep the volume and noise level low. This includes no vulgar, foul, or inappropriate language or actions. If players do not keep within these guidelines they will lose gaming privileges for the day. If there are continued problems, the user will be banned from further use of the gaming system.
7. Library staff will choose content available on the gaming system following the Library Management Collection Development Policy (internal Council policy).
8. Users who do not treat equipment gently will be asked by staff to stop for the day. A user who repeatedly abuses equipment will have his/her gaming system privileges revoked (i.e. they will be permanently banned).
9. Inventory of the gaming accessories will be taken when users return gaming equipment after their session.
10. The gaming system will be shut down at 4.30pm daily. Members using the gaming system must return all borrowed gaming controllers and equipment to the circulation desk.
11. The policy is posted online and in the gaming Area.

5.0 Related Procedures or Documents

Nambucca Valley Council Gaming System Procedures

Nambucca Valley Council Library Management Collection Development Policy

Nambucca Valley Council Libraries VR/Gaming Waiver Form

6.0 History

Department:	Corporate Services	Last Reviewed	Resolution Number
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Contact Officer	Senior Librarian		
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