

531 / Building Use

Teen Gaming Area

The Villa Park Public Library offers a variety of games and consoles for the enjoyment of library patrons.

Patrons must be at least 14 years of age to utilize the teen gaming area and must present a library card or a valid photo ID to use the teen gaming area.

Gaming equipment owned by the library may not leave the library premises. All equipment must be returned to the second-floor Service Desk no later than 30 minutes prior to the library closing, when the gaming systems are shut down. If equipment is not returned by the time the library closes for the day, a user will be billed for the current retail replacement price of the items.

Videogames may be checked out on a registered library card in good standing.

Any damage to library gaming equipment and collections will be the responsibility of the patron using the items or area at the time when damage occurs.

Each patron or group may use a gaming system in 60-minute increments. Patrons must sign up at the second-floor service desk. If no other patrons are waiting, the current player may have one additional hour of play time, for a total of 2 hours per day maximum.

Patrons must alert staff at the beginning of their session that they would like to play a personal game (only personal games rated "T" or lower will be allowed). The library is not responsible for any damage that may occur to personal games.

Patrons must keep their games muted; headphones are available for check-out at the second-floor Service Desk.

See **Policy 568 / Building Use – Patron Conduct** for more information on appropriate library behavior.

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