

Virtual Reality Policy

Purpose:

As part of its commitment to providing the community with technology, programs and services, the Avon Free Public Library (the "Library") offers the public the opportunity to access its virtual reality (VR) equipment. This policy outlines the terms and conditions of that access.

Key Definitions:

Virtual reality is a computer-generated simulation of a three-dimensional environment or image that one can interact with in a seemingly real way. By simulating as many senses as possible, such as vision, hearing, and touch, the specialized VR equipment and computer serve as a gatekeeper to this artificial world.

Scope:

This policy applies to all library users who voluntarily choose to participate in a program that utilizes the Library's VR equipment. Certain age restrictions apply. See below.

Roles and Responsibilities:

Library staff and program facilitators are responsible for ensuring that prior to using VR equipment all program participants have been instructed in its proper operation. Additionally, those wishing to use the equipment are required to read, understand, and sign a waiver of liability agreement.

Procedures:

1. **Access:** The Library's VR equipment is available to library users during designated program hours only. Use of the VR equipment will be supervised by library staff or program facilitators.
2. **Age:** Children under the age of 18 must be in the seventh grade or above and must have a parent or guardian's permission to use the Library's VR equipment.
3. **Waiver:** All users of the Library's VR equipment must have a signed waiver of liability on file with the Library prior to using the VR equipment.

Location:

This policy and waiver are housed on the Avon Free Public Library Website:

<https://www.avonctlibrary.info/policies/>

<https://www.avonctlibrary.info/vr-waiver-of-liability/>

Adopted: May 19, 2020