

Virtual Reality Headset Policy

The Alexandria-Monroe Public Library is pleased to provide the unique experience of Virtual Reality gaming to patrons and community members.

The following rules and regulations are implemented for the safety of both patrons and staff while using the VR headset.

When and where can I use VR equipment?

Virtual reality equipment for the PS4 will be available for use in the Kellum Room during special programs and other events.

These items are not available for circulation privileges.

Who can use the VR headset?

Patrons must be age 10 or older to use the VR headset.

The Waiver of Liability Agreement must be signed before the Library's VR equipment can be used. All patrons age 18 or older must sign the Waiver of Liability Agreement. A patron under the age of 18 must have this Waiver of Liability Agreement signed at the Library by his/her parent or legal guardian.

Before using the VR headset, a patron must receive instruction from the Library staff.

Library staff members, at their discretion, may deny any patron the use of the VR headset.

What else do I need to know about using VR equipment?

Use of the VR headset is associated with risks, some of which may not be known yet. Reactions to a VR experience are unpredictable and may include dizziness, nausea, disorientation, eyestrain, seizures, bumping into objects, or falling. The Alexandria-Monroe Public Library is not responsible for any ill effects potentially caused by the VR headset.

Patrons must stop using the VR headset immediately if they experience any discomfort whatsoever. Patrons must also take frequent breaks from use of the VR headset.

Patrons using the VR headset must obey all requests made by Library staff members, including requests to sit down or to stop using the headset.

Failure to abide by the rules set out in this policy will result in loss of VR headset privileges.