

## **Adrian District Library**

**Adrian, Michigan**

### **Virtual Reality Equipment Policy**

Virtual Reality Equipment can pose dangers to the wearer and those around the wearer. As the Library wishes to foster a safe environment for all patrons, this policy will govern use of Virtual Reality Equipment in the Library and/or on Library property.

The Library reserves the right to limit access to and use of Adrian District Library Virtual Reality Equipment and Virtual Reality Equipment (collectively referred to herein as "VR") brought into the Library or otherwise onto Library Property.

In addition to this policy, VR owned by the Adrian District Library shall be considered Library Equipment and must be treated as such by all patrons.

1. Location. For the safety of those using the equipment and those others in the library, VR use can only take place in the Youth Services Area or Community Room, unless being used as part of an organized program being held elsewhere in the library with permission of Library staff.
2. Waiver. To use VR on Library property or VR owned by the Adrian District Library, every patron must first sign the Virtual Reality Waiver of Liability. All patrons age 18 or older must sign the Waiver. Any minors must have the Waiver signed by a parent or guardian.
3. Use of Adrian District Library VR. All VR owned by the Adrian District Library must be signed out at the Main Desk or Youth Services Desk and promptly returned when finished. Patrons may not download any programs to the VR or change any settings. Session time is limited to 1 hour per person. (Time may be extended if there is no one waiting to use the equipment).
4. Rules for Use of VR.
  - a. Virtual Reality is not recommended by the manufacturer of Oculus Go for children under the age of 13 and as such, patrons under the age of 13 are not permitted to use VR in the Library or on Library property, even with a signed waiver.
  - b. Patrons using the VR must obey all requests made by Library staff members, including requests to sit down or to stop using the VR.
  - c. Before using the VR headset, a patron must receive instruction from the Library staff.
  - d. Patrons must obey safety precautions listed herein and explained to the patron by staff, verbally or in writing to avoid risk of harm to all library patrons.

- e. All patrons using VR must remain seated while wearing and/or using VR, taking care not to injure themselves or others.
  
  - f. Use of VR 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, falling, eye or muscle twitching and blackouts. The VR may also transmit contagious conditions. Anyone choosing to use VR acknowledges this risk. Patrons must stop using the VR immediately if they experience any discomfort whatsoever. Patrons must also take frequent breaks from use of the VR. The VR should not be used by any patron who has a medical condition that would increase the likelihood of experiencing injury while using VR.
5. Library staff members, at their discretion, may deny any patron the use of the VR headset.

Adopted by the Adrian District Library Board

January 21, 2020

## **Virtual Reality Waiver of Liability**

### **Adrian District Library**

This agreement releases Adrian District Library from all liability relating to injuries that may occur during the normal use of our equipment. By signing, I agree to hold Adrian District Library entirely free from any liability including financial responsibility for injuries incurred, regardless of whether injuries are caused by negligence.

I acknowledge the risks involved in the use of virtual reality equipment. These include, but are not limited to: dizziness, nausea, eye or muscle twitching and blackouts. I understand that while wearing the virtual reality headset, I will not be able to see my real-life environment and I agree to use caution as a result. I agree that I am participating voluntarily, and that all risks have been made clear to me. Additionally, I do not have any conditions that will increase my likelihood of experiencing injuries while engaging in this activity.

Virtual Reality is not recommended by the manufacturer of Oculus Go for children under the age of 13 and Adrian District Library observes this recommendation. Minors under the age of 18 will not be allowed to use VR equipment without a parent or legal guardian signature and minors under the age of 13 will not be permitted to use the VR equipment.

By signing this liability waiver, I assume the risk and forfeit all right to bring a suit against Adrian District Library and/or its affiliates. In return, I will receive permission to use the library VR equipment. I will also make every effort to obey safety precautions as listed below and explained to me verbally to avoid risk of harm to myself or others. I will ask for clarification when needed. The precautions listed below apply to both library VR equipment and any outside VR equipment brought into the library.

1. For the safety of those using the equipment and those others in the library, VR use must take place in the Youth Services Area or Community Room, unless as part of an organized program being held elsewhere in the library.
2. Headset must be signed out at the Main Desk or Youth Services Desk. Return when finished.
3. Remain seated while wearing the headset.
4. Please do not download any programs to the unit or change any settings.
5. Session time is limited to 1 hour per person. (Time may be extended if there is no one waiting to use the equipment).

**I understand that I must sign this Release of Liability in order to use this device.**

Participant name (please print) \_\_\_\_\_

Is the participant under the age of 18?  Yes  No

Participant (or parent/legal guardian) signature \_\_\_\_\_

Date \_\_\_\_\_ Staff Initials \_\_\_\_\_