

Gaming Room Guidelines

(February 2024)

Purpose

To outline the use of the Gaming Room at Hazel McCallion Central Library.

Guidelines

- The Gaming Room provides access to gaming PCs, console stations and virtual reality (VR) stations at HMCL.
- Customers 13 years or older may use the gaming room without adult supervision.
- Seating priority will be given to customers actively using the equipment.
- Customers under the age of 13 must be accompanied by a parent or caregiver (18+) to access the gaming room, and are prohibited from using the VR stations. A maximum ratio of two children per parent/caregiver is permitted.
- Customers 13+ must have a library card without blocks on the account to check out a controller or VR headset from designated staff.
- Reservations using MyPC are recommended.
- Only one reservation is permitted at a time. If a customer does not arrive after 10 minutes, the reservation will be canceled.
- Staff will assist with adjustments to VR headset settings prior to use if required.
- Speakers on all stations are disabled; however, personal headphones may be used.
- Controllers and VR headsets must be returned immediately at the end of each session.
- Personal gaming controllers cannot be used in the Gaming Room.
- No food or drink is permitted inside the Gaming Room.
- Any items left behind will be subject to the [Mississauga Library Lost Property Guidelines](#).
- Staff are pleased to assist you with any issues as they arise.

The Mississauga Library is committed to offering a welcoming and safe environment for all as per the [Library Code of Conduct](#) and [Terms of Use for Public Internet Services](#) when using the equipment in the Gaming Room.