

Virtual reality is a computer-generated, three-dimensional simulation of an environment that can be explored and interacted with in a seemingly real way by a person using a VR headset. The virtual reality (Meta Quest 2) headset will be available for use at the DeWitt Community Library.

General Rules for VR Use:

- 1. Patrons must be age 14 or older to use the VR headset.**
- 2. The Waiver of Liability Agreement must be signed before the Library's VR equipment can be used. All patrons aged 14-17 must sign the waiver along with their parent or legal guardian.**
- 3. Before using the VR headset, a patron must be certified by Library Staff.**
- 4. Library staff members, at their discretion, may deny any patron use of the VR headset.**
- 5. Patrons may reserve and use headset for no longer than 60 minutes per session/per day.**

Information regarding use of VR headset

- 1. 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 VR headset may also transmit contagious conditions.**
- 2. 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.**
- 3. 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.**



Waiver of Liability Agreement- VR

In consideration of my using the DeWitt Community Library's VR equipment, I agree to the following:

- I acknowledge that I have read, have understood, and will adhere to the terms of this Policy and Waiver of Liability Agreement.

- I (or my child/dependent/minor) am using the VR equipment voluntarily.

- I assume all of the physical, psychological, and financial risks associated with the use of the VR equipment.

- In the event that I require medical care or treatment, I agree to be financially responsible for any and all costs incurred as a result of such treatment.

- In the event that any damage to equipment or facilities occurs as a result of my use of the Library's VR equipment, I acknowledge and agree to be held liable for any and all costs of repair of such equipment or facilities;

Student Print name _____

Student Signature _____ Date _____

Parent Print Name _____

Parent Signature _____ Date _____

If the VR equipment is to be used by a child/dependent/minor: I state that I am the parent or legal guardian of the minor _____, age _____, and that I have the legal right to consent to and, by signing below, I do hereby consent to all the terms and conditions of this Waiver of Liability Agreement.

Print name of Parent/Guardian _____

Signature of Parent/Guardian _____ Date _____