

Interactive and audiovisual resources for use in libraries policy

Last modified 20 June 2004 - Review June 2006 or as required. Approved by SLT

Christchurch City Libraries' purpose is to inform, educate, entertain, involve and inspire. Its libraries may include resources in a wide range of media and formats, offering customers access to print, film/fiche, audiovisual (e.g. Sky television) and interactive resources (e.g. Playstations, X-boxes and computer games) to support their leisure, information, community and lifelong learning needs. This provides customers with digital opportunities and access to information or resources that they may not otherwise have (Development Plan, 2002-2007). Each library reflects its local community's needs by offering a range of resources and services.

The Library's goals of "Making the most of your libraries...as the heart of the community" (Library +) and "Delivering more ways and places...to put the world at your fingertips (Information now, when and where) require that it continues to be innovative and embracing in its delivery of information.

Regulations

1. Customers using audiovisual and interactive resources in the Library must comply with the following policies and regulations:
 - Public Internet use
 - Use of library-provided personal computers
 - Customer Behaviour
 - Charges (where applicable)

Time limits on use

2. There is a half-hour booking limit on each customer's use of a Playstation. A booking system allows up to two, 30 minutes' sessions to be booked by a customer each day.
3. If there is high demand libraries may impose a time limit on customers' use of computer games.

Restrictions to access

4. Individual libraries may impose a minimum age restriction on independent usage of Playstations by young children if they consider it necessary to ensure their safe and appropriate use.
5. Only games that are considered appropriate for use by all ages are available on Library computers and Playstations. Acceptable Ratings include G R8+, M15+, Low and Medium Violence. It is expected that parents or supervising caregivers are responsible for deciding if a particular game is appropriate for a child in their care.
6. Sky Television channels are limited to those relating to news, information, sport and music.

Audio access

7. Computers, listening posts, televisions and Playstations with games or programmes installed for adult or older children's use have headphones installed so that their use is not obtrusive to nearby customers.
8. Computers that have dedicated use for younger children's games do not have headphones attached. This is to encourage family or adult/child participation and assistance.

Other information

- Charges