

## PUBLIC SERVICE

### (3.22) Teen Room Policy

**Policy Statement:** The Juneau Public Library is committed to providing an inviting and safe space for teenage patrons to engage in individual and group activities. The social nature and unique characteristics of this age group require a separate space designed for their needs. Teens are expected to respect the overall Library environment, and comply with the conduct policies.

#### **Regulations**

1. The Teen Room at the Juneau Public Library is for students in or entering 6th - 12th grade, including those enrolled in homeschool programs.
2. While patrons of all ages are welcome to browse and check out materials from this room, the use of electronic equipment and furniture within this room is exclusively for the use students in or entering 6th -12th grade.
3. Parents, caregivers, and siblings must be accompanied by a child in or entering 6th -12th grade.
4. The Library reserves the right to utilize the Teen Room for scheduled teen programs, events and gaming activities.

#### **Expectations**

1. Teens shall respect each other, library staff and other patrons in word and action.
2. The Teen Area should be used only for its intended purposes.
3. Covered drinks are allowed in the Teen Room. Other food and beverages may be consumed in the foyer.

#### **Gaming system**

1. Users must be in or entering 6<sup>th</sup>-12<sup>th</sup> grade.
2. Users **of any card type** may check out controllers from the circulation staff. The cardholder to whom the controllers are checked out, is responsible for their condition and timely return.
3. Game playing will be limited to 30 minutes (1/2-hour). If no one is waiting to use the system, play may continue. Anyone using the Gaming System must be willing to end the game when requested by staff.
4. Gamers will be asked to respect others and follow the conduct policy.
5. Gaming System will be shut down one half hour (1/2 hr.) before library closes.
6. Users **may not** attach their own gaming devices or controllers to the teen room gaming system or screen. Users **may** attach their own gaming systems to the screens in the Valley Study Rooms.