# Oculus Virtual Reality ("VR") Device User Agreement and Liability Waiver

## **Notice to All Participants**

By using the VR equipment, I certify that I have read this document and I fully understand its content. I am aware that this is a release of liability and a contract, and that I use the equipment of my own free will.

#### I understand that:

- 1. Participants use the equipment at their own risk;
- 2. Some users report dizziness or vertigo from the VR experience, or other effects on the user's sense of balance, sight, and hearing;
- 3. I, or the minor, can terminate the VR experience at any time;
- 4. I, or the minor, must always listen to the facilitator and follow instructions to have a safe and optimal experience;
- 5. If I, or the minor, fail to comply with safety precautions and instructions, the library may revoke privileges to use the Virtual Reality equipment;
- 6. Participants aged 8-11 should be accompanied at all times by a person at least 12 years of age who can ensure VR Code of Conduct is followed; children under 8 are **not permitted** to use the VR equipment;
- 7. I understand the cost of replacement for the **VR equipment** is \$400 and I, or, the minor, assume all responsibility for any damages that occur.

# Notice for Guardians of Participants 8-18 years old

- 1. Guardians should monitor children (age 8 and older) who are using or have used the headset for any of the symptoms described above and report any discomfort or disorientation immediately.
- 2. Guardians consent to the minor's use of the Oculus Virtual Reality ("VR") device, including equipment and software.

By using this equipment, I hereby release and agree to hold harmless the Salmon Public Library, the Idaho Commission for Libraries, and all of their staff from all rights and claims for liability, damage, loss, or injury arising from this activity.

Participant Name:		Date:
Guardian (If under 18) :	Phone:	Date:
Participant Signature:	Guardian Signature:	

### **VR Code of Conduct**

- Time limit of 1 hour per session will be observed.
- Use of VR is granted on a first-come, first-served basis and subject to library staff discretion.
- Participants must use wrist straps on controllers while operating VR.
- No games shall be downloaded or installed. Any modifications or tampering made to the software will be met with immediate loss of VR privileges.
- Participants *should* complete the tutorial prior to engaging in VR games.
- The volume of both the headset and participant(s) should be kept at a reasonable level
- If multiple participants are using VR, they are required to share; should this condition not be met, all parties' privileges to use VR for that session can immediately be revoked at the discretion of library staff.
- During play, participants are responsible for knowing their surroundings and not interfering with other library patrons or participants.
- No fighting, yelling, arguing about the VR equipment will be tolerated.
- Upon completion of a session, participants will return the VR headset and controllers to library staff.
- Failure to adhere to any of the above rules can result in immediate termination of a VR session or permanent revocation of VR privileges.

<b>Guardian Initial</b>	

## **NOTICE TO PARTICIPANTS**

You understand and acknowledge that the use of VR and the activities that take place on these premises may be dangerous and may involve the risk that you may sustain:

Serious Injury

Temporary or Permanent Disability

Death

Property Damage

You understand and acknowledge that the use of VR headsets requires you to cover your eyes, so the experiences you feel can lead to:

- Motor Skill Confusion
- Lack of Spatial Awareness
- Sensitivity to Light

- Seizures
- Unknown effects that may not have arisen before

We do not provide medical services.

YOU VOLUNTARILY AND FREELY ASSUME ALL RISKS AND DANGERS THAT MAY OCCUR DUE TO YOUR USE OF AND PARTICIPATION IN ACTIVITIES ON THE PREMISES, INCLUDING THE RISK OF INJURY, DEATH, OR PROPERTY DAMAGE

<b>Guardian Initial</b>	