

700. 2 Virtual Reality Headset Procedures and Policy

Date Policy Approved: August 26, 2021 by DeSoto Parish Library Board of Control

WHAT IS VIRTUAL REALITY (VR)?

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.

WHEN AND WHERE CAN I USE VR EQUIPMENT?

Virtual reality equipment made by Oculus VR will be available for use at all DeSoto Parish Library locations during special programs and other events.

WHO CAN USE THE VR HEADSET?

Patrons must be age 13 or older to use the VR headset.

The Virtual Reality Waiver Agreement must be signed before the Library's VR equipment can be used. All patrons age 18 or older must sign the Waiver of Liability Agreement. A patron under the age of 18 must have this Virtual Reality Waiver Agreement signed at the Library by his/her parent or legal guardian.

Before using the VR headset, a patron must receive instruction from the Library staff.

Library staff members, at their discretion, may deny any patron the use of the VR headset.

WHAT ELSE DO I NEED TO KNOW ABOUT USING VR EQUIPMENT?

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.

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.

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.

WARNINGS

All Virtual Reality Services (VR Services) users must carefully read and understand all procedures and warnings, and accept the Virtual Reality Waiver Agreement before using VR Services.

NEVER USE VR SERVICES WHEN:

- Tired, stressed or anxious
- Under the influence of alcohol or drugs
- Experiencing digestive problems
- Suffering from cold, flu, headaches, migraines, or earaches
- Suffering from a contagious condition, infection or disease
- Handling any objects other than the controllers
- Any VR Services component is broken or damaged

SEE A DOCTOR BEFORE USING VR SERVICES IF YOU:

- Are pregnant
- Are elderly
- Have a binocular vision abnormality
- Have a psychiatric disorder
- Have a heart condition
- Have a serious medical condition
- Have seizures or an epileptic condition

INTERFERENCE WITH MEDICAL DEVICES

- VR Services components could interfere with cardiac pacemakers, hearing aids and defibrillators
- Do not use VR Services if you have a pacemaker or other implanted medical device
- Maintain a safe distance between VR Services components and your medical devices
- Stop using VR Services if you observe interference with your medical device

SEIZURES

- Some people have severe dizziness, seizures, twitching or blackouts triggered by light flashes or patterns
- This may occur while you are using VR Services, even if you have never had a seizure or blackout before, or have no history of seizures or epilepsy
- Discontinue use if you experience any of these symptoms and see a doctor

CHILDREN 13+

- Parents or legal guardians must:
- Make sure children age 13 and older use VR Services in accordance with these warnings
- Monitor children who use or have used VR Services for any of the symptoms described
- Limit the time children spend using VR Services and ensure they take breaks during use
- Monitor children closely during and after use of VR Services for any decrease in: hand-eye coordination, balance or multi-tasking ability

SYMPTOMS

Immediately discontinue using VR Services if any of the following symptoms are experienced:

- Seizures
- Loss of awareness
- Eye strain
- Eye or muscle twitching
- Involuntary movements
- Altered, blurred, or double vision
- Dizziness
- Disorientation
- Impaired balance
- Impaired hand-eye coordination
- Panic or anxiety attack
- Excessive sweating
- Increased salivation
- Nausea
- Light-headedness
- Pain in the head or eyes
- Drowsiness
- Fatigue
- Motion sickness

POST-USE SYMPTOMS

- Symptoms can persist and become more apparent hours after using VR Services
- Post-use symptoms can include excessive drowsiness and decreased ability to multi-task
- Post-use symptoms increase the risk of injury while engaging in real world activities
- Do not drive, operate machinery, or engage in physically demanding activities that require unimpaired balance and hand-eye until you have fully recovered
- Do not use VR Services until all symptoms have completely subsided for several hours

COLLISION

- VR Services produce an immersive experience that blocks view of your surroundings
- Don't sit or stand on virtual objects or use them for support in the real world
- Serious injuries can occur from tripping, striking walls, furniture or other objects
- You may be unaware if people enter your play area while using VR Services

VOLUME

- Protect your hearing and ears when using VR Services
- Excessive exposure to loud sounds can cause hearing damage

SKIN IRRITATION

- Stop using VR Services if you notice swelling, itchiness, skin irritation or other reactions

REPETITIVE STRESS INJURY

- Stop using VR Services and rest for several hours if:
- Any part of your body becomes tired or sore
- You feel symptoms such as tingling, numbness, burning or stiffness

CONTENT

- Frightening, violent or stressful content can cause your body to react as if it were real
- Use suitable content if you experience discomfort or physical symptoms in these situations
- You may be more prone to symptoms based upon the content being used

MEDICAL ASSISTANCE

- Contact a doctor if any symptoms present or persist as a result of using VR Services