



## Student Technology Fee Committee (STFC) Special Allocation Request

### ALLOCATION REQUEST DATE INFORMATION

Date Created: 2024-10-24 09:36:19

Date Due: 2024-11-15 12:00:00

Date Submitted: 2024-11-15 11:58:09

### ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: Funding for video game library

Request Description: During the annual allocation process, we requested \$1,000 in funding to purchase video games for the CSI's library, and were awarded \$500. This is a request for an additional \$500.

### ALLOCATION REQUEST INFORMATION

Department Name: Center for Student Involvement

Request Code: 24S0456

Contact Names: Daniel Nash

UW Tacoma Affiliation: Staff

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Title of Request: CSI Video Game Library fund

Type of Request: Continuous / Ongoing

Department Head Approval:  Department Head: Conor Leary

## Special Request Information

### 1. Background: Review and discuss the context of the proposed technology in detail. Explain how this proposal will be used in conjunction with an original proposal or existing technology. If applicable, how is the current technology disabled or inadequate?

The Center for Student Involvement has regularly come to STFC with proposals for annual funding to purchase video games or new video game consoles, to be implemented for students' recreational use. Our department's most recent annual proposal requested \$1,000 for video games and we were granted \$500 after committee deliberation. This special allocation request is for the \$500 the program was not granted in the annual allocation process.

The video game library funding is an open fund for purchasing video game technology, although previous assistant directors have identified specific consoles for purchase when a release date has been known. The most recent new console purchases were a Microsoft XBOX Series S in 2022, and a Sony Playstation 5, in late 2022 when supply of the system opened up after a two-year shortage. Since 2022, a portion of the funding has gone to a monthly XBOX Game Pass subscription. This choice was originally designed to accommodate the fact that the all-digital Series S was the only easily obtainable next generation console in the 2020-2022 period. However, the choice also opened up access to a large library of games at a relatively low price, hedging against the risk of STFC funds committing to games that ultimately prove unpopular.

Currently, we are in a period where video game funding is only used to purchase game software. A successor to the Nintendo Switch is rumored for early 2025, but without an official announcement, we are planning to wait for an official announcement about the system before we request funding to acquire a new system.

### 2. Benefit to Students: Discuss how students have (for returning applicants) or will (for new applicants) benefit from this technology. How will additional funding of the technology benefit students?

Funding for the Center for Student Involvement's video game library allows students to play current video games without personally investing in a console or software. An economic concept sometimes discussed in higher education finance is "opportunity cost," which is the concept that by choosing to spend time and money on an education, students implicitly refuse other opportunities they could pursue with those resources. These include jobs, free time, family time, and recreational equipment such as video game systems and games. Sixty-seven percent of adult Americans were video game players in 2021, according to a survey by the Entertainment Software Association, and considering that the figure was 76% for Americans younger than 18, the percentage of college adults who play video games probably sits between those two figures in 2024.

Over the years, the Center for Student Involvement's roster of video game technology has encompassed almost every major console system released since 2006. A student who pays the \$44 STF fee every quarter and engages with the video game library modestly can achieve a value that's only a fraction of what they would pay purchasing the equipment on their own, even if they pay the fee over a six-year college career and engage with no other STF-funded programs. The STF payment over Autumn-Spring quarters over six years would come to \$792, whereas to purchase one of each of the current-gen systems, with no games, would cost closer to \$1,100, not including sales tax.

**3. Access: Describe who will be using or will have access to the resources being proposed. In addition, all previous requestors, please provide historic data highlighting the usage and accessibility of technology. All new requestors, please provide user need data.**

Any student who visits the Center for Student Involvement has access to our video game consoles, and we give priority access to student requestors over all other potential constituents. For example, the University YMCA's second-floor game room houses our XBOX Series S and previous-generation Playstation 4. The televisions connected to these systems are open to all Y members, but we have signage and an ongoing policy that non-students must give up the TV for any students who book time with a console. In theory, staff and faculty can also request use of the equipment, but these represent a portion of bookings so small as to be functionally non-existent.

According to our Connect2 data, since July 1, more than 154 hours have been booked on our consoles. The most popular console was the Nintendo Switch, with more than 94 hours of booked time. The Playstation 5 console had more than 60 hours of booking time. The most popularly checked-out physical game was "Star Wars Jedi: Survivor" for the Playstation 5, though we also have several digital games included on the console. Some of the most popularly played games in our digital collection include "God of War 3 HD" and the free-to-play game "Fortnite." While the Nintendo had more total hours booked, the Playstation 5 was more frequently booked by more unique students, which I attribute to the PS5 being more visible in our student center space. Our XBOX Series S booked the least number of hours, although it was offline for much of the year so far, and relocated to the UWY game room only recently.

**4. Timeline: Provide a timeline showing how the proposed technology can be completed during the requested period. Describe when you would like to see this proposal initiated and completed, and why.**

When we're only using funds for video games, we primarily operate the fund as an open fund for purchasing games on request, or picking up popular older games on sale. As mentioned previously, we use a portion of our fund to subscribe to XBOX Game Pass's Day One release tier, which allows us to automatically receive access to Day One new releases in Microsoft's family of developers, which include frequent blockbuster developers Activision-Blizzard and Bethesda. Occasionally picking up a new release at full price, despite being more expensive, will drive student use of the console. For example, the majority of playtime on the Playstation 5 in the past year was on the game "Jedi: Survivor," which we did not acquire brand new, but did acquire within a year of its original release. More recently I purchased the soccer game "FC 2025" for the Playstation 5, which will be featured in a CSI tournament event being put on by our Events and Engagement project team. I am considering purchasing "Mario Party Jamboree" for the Nintendo Switch, as it can be used for event programming that drives use to the system.

Recently I set up a request form on DubNet so that students can request video games formally, instead of reaching out to me by email or in-person. The form is advertised next to our Playstation 5, which is our most visible game resource, and I'm working with our Communication team to expand the form's advertising elsewhere. The form requires students to provide the title they'd like to see purchased, and optionally asks what system they would like it to be purchased for, if applicable, and whether they believe the purchase can wait for a sale, or if there's a compelling reason to purchase the game immediately at full price.

**5. Resources/Budget: Discuss available financial, personnel and space resources devoted to the proposed technology and level of support. Proposal must detail all the items/resources requested to be purchased. This includes filling out the Item Detail in next section.**

Our game consoles primarily operate in the University YMCA Student Center. We have a Playstation 5 connected to a monitor in the Center for Student Involvement office space, and an XBOX Series S and Playstation 4 connected to large screen televisions in the UWY second-floor game room. We additionally have three Nintendo Switches in a CSI locker used to house frequently requested equipment. Currently, we also allow students in the Mattress Factory Dawg House Student Lounge to request the Nintendo Switch, in which case we have staff run a console down to the Dawg House to fulfill the request. These bookings have been more restricted this year due to a drop in SAFC funding for personnel, which has consequently restricted our staff time in the Dawg House. We are working on plans to move our previous-generation console equipment to the Dawg House on a more permanent basis, but this plan is pending security equipment that we still need to request through IT. CSI student staff log the bookings and track equipment as part of their regular duties.

## Funding Request Items

Item	QTY	Cost Per Item	Shipping Fee	Tax Per Item	Subtotal
Video Game library fund - Open	1	\$500.00	\$0.00	\$0.00	\$500.00
OVERALL TOTAL:					\$500.00