



Student Technology Fee Committee (STFC) Annual Allocation Request

ALLOCATION REQUEST DATE INFORMATION

Date Created: 2021-02-04 09:36:39

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Date Submitted: 2021-02-19 09:01:31

ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: UWY_Video Games

Request Description: This request is to enhance the video game inventory for the UWY Game Room & Dawg House, used by students as a means of meeting new people, enhancing programming, and spending time on campus

ALLOCATION REQUEST INFORMATION

Department Name: Center for Student Involvement

Request Code: 21A0266

Contact Names: Conor Leary

UW Tacoma Affiliation: Staff

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Phone Number: 2536924366

Title of Request: UWY & Dawg House Video Games

Type of Request: Continuous / Ongoing

Department Head Approval: Department Head: Elizabeth Hansen

Annual 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?

When allowed to operate in-person, we offer video game systems for student use in both the Dawg House and University Y Game Room. We currently offer one XBOX One and one Playstation 4 in each location, as well as two Nintendo Switches in the UWY, all of which have previously been funded by STFC. This request is an on-going/continuous request that we submit each year.

During the 2020-2021 academic year, we did not purchase upgrades or video games in anticipation of the new release of the PS5 & XboxX, as well as their lack of use caused by the virtual Autumn and Winter quarters. The systems we have available are used consistently by students and there is the sense that once students are able to return to campus that they will spend more time in the student center spaces (if only to have some other place to go other than their residences). Maintaining an updated library of games they are interested in and to have the opportunity to play on the systems that they may or may not have at home, would greatly enhance their campus experience.

This proposal includes a request to purchase the newest systems on the market and to place them in both the UWY Game Room and the Dawg House Student Lounge. The items collected on this proposal would be **ideal**, however we are ready to adjust the plan based on the funding that may be awarded. Our ideal budget seeks to ensure that both student center areas offer the similar gaming options to students, but we can also market particular locations of certain consoles to students, so they know where to access them. We have also added a UV-C Himesoap cleaner that is used specifically to sanitize handheld technology items. This will allow us to ensure the health of the individuals using the materials, while also ensuring that controllers, cords, and games are not damaged by disinfectant wipes. Our request is similar to requests in the past with games for each system, replacement controllers and accessories, along with the inclusion of the newest console systems.

2. Benefit to Students: Discuss how students have benefited from the original proposal, if applicable. How will additional funding of the technology benefit students? If this was an unforeseen technology need, discuss how students will benefit from this new proposal and why the need cannot wait for annual allocation funding.

UW Tacoma is primarily a commuter campus, which means that many of our students come to campus for extended periods of time in a day and may have breaks in-between classes. When not studying, it can be difficult to know what to do with the extra time. Our systems allow students to have a means to pass the time and enjoy themselves during these breaks. Additionally, UW Tacoma also has students who live on campus and need access to entertainment options more regularly than a commuter student. For the students who cannot financially afford to own a personal system, we help to still provide that experience and opportunity for them to play. The video game systems that we have offer a space for students to meet each other, interact and have fun over an extremely common and engaging hobby.

3. Access: Describe who will be using or will have access to the resources being proposed. If the access has changed since an original proposal, be sure to note that here. In addition, all previous requestors, please provide historic data highlighting the usage and accessibility of technology. All new requestors, please provide user need data.

All UW Tacoma students have access to use the systems and play the games when the facilities where they are stored are allowed to be open for their hours. When in-person hours are allowed, students will have access to the video games in the UWY Student Center from 7:30am-9pm (Mon-Fri). They will also have access to the video games in the Dawg House Student Lounge in the Mattress Factory from 10am-5pm (M-Th) and 10am-2pm on Fridays. We have proposed to SAFC to have enough hours for our student workers to staff the Dawg House from 10am-5pm on Fridays and hope that it's the case in order to allow students more access to the video games.

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.

Because the newer consoles have been out for some time already, we would want to purchase the consoles, their controllers, and some games in our proposal before the start of the Autumn Quarter to set up their features, work with IT about any network connection issues/questions, and provide training to CSI staff. Through backwards compatibility, both the PS5 and the XboxX allow players to play PS4 & Xbox One games on them, so students would be able to make use of those games on the systems that we already have, plus the new ones.

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.

The Student Center Staff is responsible for maintaining and overseeing the systems, games and accessories. All staff members are trained on how to use and prevent damage. All equipment and games are logged when in and out and are consistently checked for damage. All items are locked in storage spaces when not in use and are not open to the public.

Additionally, with approval from the STFC Compliance Officer, we trade-in old games and systems that are no longer played by/popular with students. The funds collected from this process are used to directly fund additional video games – as to not alter the original intention of the funding. As we continue to evaluate and assess video game usage each quarter, we will trade-in as needed.

Funding Request Items

Item	QTY	Cost Per Item	Shipping Fee	Tax Per Item	Subtotal
PS5 Console (*New system on the market)	2	\$499.99	\$0.00	\$32.50	\$1,064.98
XboxX (*New System on the market)	2	\$499.99	\$0.00	\$32.50	\$1,064.98
Homesoap UV-C Sanitizer	1	\$199.95	\$25.00	\$20.40	\$245.35
PS5 Controller (Console comes with 1)	2	\$69.99	\$0.00	\$4.55	\$149.08
XboxX Controller (Console comes with 1)	2	\$59.99	\$0.00	\$3.90	\$127.78
PS5 Controller Charger	1	\$29.99	\$0.00	\$1.95	\$31.94
XboxX Controller Charger	1	\$29.99	\$0.00	\$1.95	\$31.94
Video Games (PS5, XboxX, Nintendo Switch)	12	\$60.00	\$0.00	\$6.06	\$792.72
OVERALL TOTAL:					\$3,508.77

