UNIVERSITY *of* WASHINGTON
TACOMA

Student Technology Fee Committee (STFC)
Annual Allocation Request

ALLOCATION REQUEST DATE INFORMATION

Date Created: `2022-03-14 13:32:25`   Date Due: `2022-03-18 12:01:00`   Date Submitted: `2022-03-18 08:23:06`

ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: `CSI_ 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: `22A0315`

Contact Names: `Conor Leary`   UW Tacoma Affiliation: `Staff`

UWT Email Address: `cleary2@uw.edu`   Phone Number: `2536924366`

Title of Request: `CSI_ Video Games`   Type of Request: `One Time`

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?

This year, we were able to open up our student center spaces and offer the rental of video game systems for student use in both the Dawg House and University Y Game Room. We 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. Last year's proposal included the purchase of a Xbox Series S and Playstation 5, which have been difficult to secure. The Xbox Series S has been secured, with an on-going subscription to Microsoft Gamepass so we're able to download the latest games, and will be available in Spring Quarter. The Playstation 5 will be secured before the end of the year.

The systems we have available are used consistently by students and as students have come back to campus throughout the different class modalities, they have been making use of the systems during their break times. With the Microsoft Gamepass, we have been able to keep a running update of Xbox games available to students and have used funding from last year to maintain an updated library of games that students are interested in. This increases the likelihood that they will have the opportunity to play on the systems that they may or may not have at home and greatly enhance their campus experience. Having the items in stock also allows the Center for Student Involvement staff to host different events in the space that better advertise the programming equipment students can rent out while the space is occupied by a staff member.

This proposal includes a request to maintain the systems and equipment that we offer, including funding for new systems, games, and equipment, such as a replacement controllers, adapters, chargers, and more. 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.

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. Students have access to the video games in the UWY Student Center from 7:30am-9pm (Mon-Fri). They also have access to the video games in the Dawg House Student Lounge in the Mattress Factory from 10am-6pm (M-Th) and 10am-5pm 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 in order to be present to provide video games and the equipment to them for their use.

Rentals involving Games and Consoles (Sept 2021-March 2022)
Nintendo Switch   68
Xbox One   105
Playstation 4   132

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.

Although it has been difficult for our campus to secure the newest consoles in the current market, we hope to ensure that students know they can head to either Student Center location and find the latest games available. Acquiring an Xbox Series S and Playstation 5 for both student center locations would mean that no matter which option students choose, they still have access to the games they'd like to play. We would want to purchase the consoles, their controllers, and Playstation games (Xbox Games are covered by Microsoft Game Pass) 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. We would also like to purchase another Nintendo Switch to live permanently in the Dawg House; right now, the consoles can only be rented out from the CSI and if they are needed in the Dawg House, they must be organized in advance and does not allow for spontaneous play.

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	1	$499.99	$0.00	$32.50	$532.49
Xbox Series S	1	$299.99	$0.00	$30.75	$330.74
Nintendo Switch	1	$299.99	$0.00	$30.75	$330.74
PS5 Controller (to add to current stock)	1	$69.99	$0.00	$7.17	$77.16
Xbox Controller (add to current stock)	1	$59.99	$0.00	$6.15	$66.14
Switch Joycons (add to current stock)	1	$79.99	$0.00	$8.17	$88.16
Microsoft Game Pass Subscription (monthly)	12	$16.52	$0.00	$0.00	$198.24
Playstation 5 Game Budget	7	$69.99	$0.00	$7.17	$540.12
Nintendo Switch Game Budget	7	$59.99	$0.00	$6.15	$462.98
				OVERALL TOTAL:	$2,626.77