



Student Technology Fee Committee (STFC) Annual Allocation Request

ALLOCATION REQUEST DATE INFORMATION

Date Created: 2026-01-07 12:02:24 Date Due: 2026-01-09 11:59:00 Date Submitted: 2026-01-09 09:53:04

ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: CSI Game Library

Request Description: A request for funding for Game Pass and games for Nintendo Switch and Sony Playstation platforms.

ALLOCATION REQUEST INFORMATION

Department Name: Center for Student Involvement

Request Code: 26A0534

Contact Names: Daniel Nash

UW Tacoma Affiliation: Staff

UWT Email Address: nashd@uw.edu

Phone Number: 2536924813

Title of Request: CSI Game Library

Type of Request: Continuous / Ongoing

Department Head Approval: Department Head: Conor Leary

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?

The Center for Student Involvement maintains several video game consoles reserved for student use. We request funding annually for games, requesting higher amounts when new-generation consoles become available. We also request continuous funding for game purchases so that the consoles have a library of titles of interest to students. In recent years, we have dedicated some of the funding for games to a Game Pass Ultimate subscription. The subscription, which is specific to the Microsoft XBOX, provides access to a library of approximately 500 digital games that can be downloaded to the console or streamed over a high-bandwidth internet connection. Many of these games are permanent fixtures, and others are rotated in and out of the collection.

With the release of the Nintendo Switch 2 over Summer 2025, I am requesting funding for one Nintendo Switch 2 game bundle package, funding for a continued Game Pass Ultimate subscription, and a nominal amount for individual games for the Sony and Nintendo consoles.

However, given substantial price increases to Game Pass Ultimate, low student interest in the XBOX console, and a matched decrease in consumer interest in the current XBOX generation, I am seeking feedback on potentially more effective expenditures of the STF money allocated to video games. Possibilities I'm considering are stepping back to the mid-tier or minimum tier of Game Pass subscriptions and focusing on individual game purchases; pulling back support of XBOX and re-investing in Playstation Plus Premium an alternative subscription service that is roughly half the price; or, if STF support is reduced, investing entirely in the acquisition of a Nintendo Switch 2 to upgrade the CSI's inventory. I've requested input from my student CSI staff on what alternatives they believe would work best, and I also invite the committee's thoughts.

The crux of my request is Game Pass Ultimate. In recent years, a portion of the video game library budget has been earmarked for a subscription to Microsoft Game Pass Ultimate, a Netflix-like service for video games on the XBOX. This was a reasonable value, as it provided access to hundreds of games for the price of 3-4 individual new games. However, in the past year, Microsoft imposed two price increases on the service, and it is now almost twice the price it was when our office began subscribing. Rather than 3-4 games, the annual price of the service is now equivalent to purchasing an XBOX Series S every single year. I do not think this is a good continuing use of resources, as--consistent with global market trends--the XBOX has become our least-reserved console. Additionally, Microsoft itself has moved to make intellectual properties that were once exclusive to XBOX (such as Halo and Gears of War) available on the PlayStation.

If the Committee agrees with my reasoning, I am considering a few options for how to use the requested funds:

- **Reduce the Game Pass subscription to the \$9.99 minimum price tier to maintain online multiplayer capability, then use the funding for individual game purchases on each of the CSI's existing consoles.** By shopping sales, we would still be able to acquire a large number of recent-release titles on the physical media and digital markets. Currently, I have a request for funding to purchase a Nintendo Switch 2 under consideration for special allocation. This option is especially preferred if that Special Allocation is approved.
- **Similar to the above, but reduce Game Pass to the \$19.99/month mid-tier.** This still provides access to a large number of games on XBOX, but proportionately reduces the amount available for a la carte game purchases. In some respects this is the most efficient use of the money, but I believe this is a poor option when taking into account the waning market and campus interest in the XBOX hardware.
- **Sunset Game Pass support in favor of alternative subscriptions.** Currently, an annual subscription to Playstation Plus Premium is less than half the cost of Game Pass and offers a comparable level of service--many of the more popular titles on Game Pass are also available on Playstation Plus, and the latter includes Playstation exclusive-titles. In addition to the Netflix-style library of games, the service also gives subscribers 3-4 games to keep every month. Moving to Playstation Plus Premium would free up a greater portion of this budget request for purchases of a la carte titles or amenities like more controllers.
- **Sunset Game Pass support and devote the game library allocation to a Switch 2.** This option would only be considered if the Switch 2 Special Allocation is not approved. This plan would not allow for any subscriptions or a la carte game purchases. However, the amount would support a console + game bundle (most likely Mario Kart World for its multiplayer value, though Donkey Kong Bananza would be a viable choice too), and our entire Switch 1 library would be able to port over to the Switch 2. While not my most preferred of these options, I think our current library of games on other systems is large enough that they can reasonably sustain themselves while the Nintendo hardware is upgraded.

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. 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. Though popular and fun, video gaming as a hobby is inherently expensive, requiring significant upfront hardware investment and additional investments in the games themselves, which vary in price from a few dollars (if on deep sale) or \$80+ if the game is a new release. When gamers choose toAn 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.

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 \$47 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 \$846, whereas purchasing one of each of the current-gen systems, with no games, costs closer to \$1,600, 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.

Every enrolled, STF-paying student has access to the video game consoles operated by the Center for Student Involvement. Time is reserved (at 2 hours per session) via Connect2. Students can reserve ahead of time using Connect2 directly, or ask for a reservation at the front desk of the CSI, where a member of staff will file the Connect2 reservation on their behalf. A booking gives students access to the requested console, a couch, and a television located in either the second-floor game room of the University YMCA Student Center or the first-floor UWY 103 conference room. Using the latter requires a simultaneous booking of the conference room at no cost, creating a more private space for playing games. Usage was relatively consistent across the 2023-2024 and 2024-2025 periods, with 166 hours and 134 hours of bookings in total, respectively.

The report for the current year so far has shown a total of 213 hours of use across all consoles, but oddities in the reservation log suggest there may have been three instances of staff not checking PS5 inventory back into Connect2, which inflates the total. I believe the actual current total is closer to 30 hours across all systems. Dividing that across each of our systems, the XBOX One was reserved for 3 hours, the XBOX Series S was reserved for 2 hours, the PS5 was reserved for 19.5 hours, the PS4 was reserved for 6 hours, and the Nintendo Switch was reserved for 5.5 hours. These numbers represent verifiable reservations; occasionally I learn about cases where student staff have loaned out an item without logging a Connect2 reservation. These instances are impossible to measure and I mitigate them through regular training and reminders about using Connect2. Most reservations across all systems involved two controllers; physical media console systems saw co-reservations of more than one game roughly 50% of the time.

Additionally, our office featured an open console station with all of our systems at SAB's Lights Out dance in October. This was a

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.

Continuation of a Game Pass subscription, regardless of price tier approved, would be immediate. If the Nintendo Switch 2 console is approved, I would order a system immediately, and we would expect approximately two days' wait for the system to arrive. Installation would take place on arrival. The purchase of individual games is an ongoing process. I take recommendations from students and research releases. Very occasionally, a title expected to be popular will warrant a purchase at full price on or near its release date; more often, I add games to a wishlist and wait for them to go on sale. By shopping sales, I can acquire 2x-5x as many games, which will have enough critic and user reviews that I can be assured of each title's quality.

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.

Financial

I use SAFC funding for the CSI to purchase security locks and cables for the video game consoles.

Personnel

Student staff and, to a lesser extent, pro staff assist students with reservations and console setup. Our current SAF funding has severely reduced our student staff coverage, to the point that we have only one student at the CSI front desk for most of our open hours, no staff at the CSI front desk on Fridays, and no staff supporting the Dawg House student lounge in the MAT. I'm awaiting a special allocation to increase staffing for the remainder of the year. If we receive new Dawg House staffing, we can introduce reservation-free console time in the Dawg House Student Lounge and track usage with a simple sign-in sheet.

Space

Our XBOX consoles and Playstation 4 are permanently housed in the second floor game room of the University YMCA student center. The PlayStation 5 is permanently located in the first floor UWY 103 conference room. Our Nintendo Switch systems are stored in a locked cabinet in the CSI and set up on request/reservation. The Dawg House Student Lounge is another space available to us, but is currently not feasible due to a lack of staffing to support console operation in a remote area from the CSI (see above).

Funding Request Items

Item	QTY	Cost Per Item	Shipping Fee	Tax Per Item	Subtotal
Game Pass Ultimate subscription (monthly)	12	\$29.99	\$0.00	\$3.09	\$396.96
Nintendo Switch 2 + game bundle (Mario Kart World or Pokemon Legends Z-A)	1	\$499.99	\$0.00	\$51.50	\$551.49
Individual Game fund (calculated on two full price games; more acquisitions possible through sales)	2	\$79.99	\$0.00	\$8.24	\$176.46
OVERALL TOTAL:					\$1,124.91