UNIVERSITY of WASHINGTON TACOMA

Student Technology Fee Committee (STFC)
Special Allocation Request

Allocation Request Date Information

Date Created: 2026-11-03 13:35:07 Date Due: 2026-11-06 11:59:00 Date Submitted: 2026-11-05 17:59:04

Allocation Request Title/Description

Request Title: CSI Video Game Library

Request Description: A request for additional funds to support Switch 2 game purchases and an additional set of Switch 2 Joy Cons.

Allocation Request Information

Department Name: Center for Student Involvement

Request Code: 26S0579

Contact Names: Daniel Nash

UW Tacoma Affiliation: Staff

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Title of Request: CSI Video Game Library

Type of Request: Continuous / Ongoing

Department Head Approval: ✓ Department Head: Conor Leary

Multiple Requests Submissions: ✗ Request Priority: N/A

Ranking Explanation:

N/A

Special Request Information

Background: For new requests, describe the technology need and how it addresses a current gap.

N/A

Background: For recurring requests, summarize the original purpose and any changes since initial funding. If replacing existing technology, explain current limitations or failures.

The Center for Student Involvement maintains a stable of video game consoles and games for student play. We check out consoles for two hours at a time.

There are two purposes to this program:

1. First, to provide students a reason to spend time on campus between classes. Notably, our main Center for Student Involvement offers several services, such as computer stations and free printing, that provide students resources for their academic and club projects. Students gain tangential awareness of these services when they come to use the consoles.
2. Second, the service recognizes that video gaming can be an expensive hobby that some students need to set aside when they take on the various expenses associated with a university education.

Maintaining an inventory of contemporary consoles and games allows student gamers to continue partaking in their hobby while remaining on campus and paying for

Since this program was initially funded, the CSI has come back to STFC to upgrade the consoles at each generation and add games that are current and have potential to be popular with students. Each generation of consoles exposes its own trend of use. In the '00s and early '10s, the XBOX 360 and Wii were more popular than the PlayStation 3, but the overall program was more obscure due to CSI recreational services continuing be offered in the aging Longshoreman's Hall building. In the '10s, the PlayStation 4 and XBOX One saw relatively even use, but both were overshadowed by the release of the Nintendo Switch in 2017. In the '20s, COVID initially brought the program to a halt, and when in-person operations returned, the XBOX Series S became our most-used system, due to the value of Game Pass and the simple fact of the supply chain rendering us unable to obtain a PlayStation 5 until late 2022. After acquiring a PlayStation 5, usage of the XBOX dropped in our checkout records--a pattern reflected in global marketshare trends for the consoles. Additionally, Game Pass increased in price multiple times in a less-than-one-year period, making the service less of a value than it had been. Consequently, we've decided to sunset our XBOX and Game Pass in favor of emphasizing our PlayStation 5 and Switch 2 consoles. The PlayStation 5 console now carries a much more cost-effective PlayStation Plus Premium membership, and the Switch 2 has a Nintendo Switch Online + Expansion Pak subscription that provides access to the Nintendo's retro emulation library, which covers all console and handheld generations from the NES to the Game Boy Advance and GameCube.

Our main need at this time is more contemporary games, particularly for our Switch 2, which we acquired in Spring 2026. Currently we have Donkey Kong Bananza and Mario Kart World. I would like to add the Nintendo first-party titles "Drag x Drive," "Mario Tennis Fever," "Star Fox," "Splatoon Raiders," "Nintendo Switch Sports Resort," and "The Legend of Zelda: Ocarina of Time." **These would come at an approximate cost of $420, not including tax.**

Student Impact & Benefits: How will students directly benefit from this technology/request? (Consider both immediate and long-term benefits.)

By making video game consoles available as a collective benefit to students, we can give multiple students access to a relatively expensive hobby at low cost to the overall STF pool of funds. Any current student may reserve time on a video game console, and our staff will set them up at a television for two hours of playtime. We have had checkouts incidental to party events, checkouts for friends with time to spend between campus, checkouts for students who have never played games but wanted to try them out, as well as "power users" who come in for frequent repeated play. In Spring 2024, we saw near-daily visits from an Engineering student who had pledged to achieve Platinum achievements (100% completion) of Star Wars: Jedi Survivor before he graduated in June.

Student Impact & Benefits: What information (surveys, feedback, usage data) shows student interest or demand?

We have reservation data recorded in Connect2, as well as open-play events where we record check-ins.

Student Impact & Benefits: Approximately how many students will be served annually?

Our goal for this year is to serve at least 100 students through a combination of reservations and open-play events.

Student Impact & Benefits: For recurring requests, has student demand increased, decreased, or stayed the same since the last funding period? Please explain.

Demand has increased. Reservations for the period of July 1, 2026-Nov. 4, 2026, doubled the numbers in the same period of 2025. Reservations for the PlayStation 4, PlayStation 5, and Switch (first-generation) consoles remained stable, while reservations of the Switch 2 carried the entirety of the increase. However, the actual increase of demand is even higher than the reservations reflect--two of the current year's reservations were for student-organized game nights with high attendance, which was not the case for 2025 reservations. Additionally, CSI programs held two events featuring open play of the consoles: the Husky Arcade event in early October, and SAB's Lights Out event in late October.

Usage: Who will use this technology (e.g., student groups, departments, general student body, etc.)?

The consoles are available to the general student body, as well as departmental organizations and Registered Student Organizations that plan to use them for student-facing events.

Usage: For recurring requests, provide usage data from the past year (e.g., number of events supported, hours of operation, student employment numbers, etc.).

There were 52 reservations of video game consoles in Connect2 between July 1, 2026 and June 30, 2026. At least two reservations--one for the PS5 and one for a Nintendo Switch--were for medium-to-large student events.

Performance: For recurring requests, what outreach methods have been most effective, or least effective, in reaching students?

Word-of-mouth advertising and serendipitous exposure at open play events seem to be the most successful advertising methods. Most of my reservations this year have been from students who watched me present on the benefit at New Student Orientations, as well as students who regularly access the CSI for other reasons and learned about the consoles incidentally. The efficacy of TV advertisements is, unfortunately, not possible to measure. Consoles shown in our TV ads have had mixed success. Last year I ran an ad focusing on Game Pass and the availability of Call of Duty Black Ops 6, and we saw no reservations over the subsequent period. However, a Switch 2 ad released in a similar time period saw multiple subsequent checkouts. Was either outcome tied to the TV ads? If so, why were there results mixed. My assumption at this point is that they're a low-efficacy method that we should incorporate simply as a catchall.

This year, I'm experimenting with table flyers advertising Connect2, the service we use to check out equipment to students, including the game consoles. Though frequently used by Registered Student Organizations, general knowledge of Connect2 is poor, and I observed that we'd run very little campus advertising for the service. This knowledge gap presents a bottleneck to students using the consoles, because if they're not aware of Connect2, they're not aware of how to check out video game consoles. I placed flyers with an elevator pitch and QR code in plastic stands at the high-traffic tables in the University YMCA Game Room and Second-floor lobby, as well as at the service desk of the MAT Dawg House.

Performance: How will you raise awareness of this technology or resource? For example, will you collaborate with Student Affairs, RSOs, or other campus resources?

- Word of mouth at the quarterly New Student Orientations and Involvement Fairs
- Focused advertising to RSOs encouraging them to use the resource for game night events.
- Instagram reels.

Performance: How will you measure the success or impact of this allocation?

My goal is to increase checkouts over the course of the current year. This will be done through a combination of advertising as described above and enforcement of the checkout process with CSI staff.

Performance: For recurring requests, what metrics from the past year did you find most useful? What challenges or successes have you encountered?

Reservations in Connect2 are the most useful metric we have for recording use of the games. There were two challenges to recording data:

- Last year's staff did not always log a reservation in Connect2.
- Connect2 does not distinguish between reservations for a single user and reservations for a large group. Reservations reflect more students benefiting than the numbers show, but it's impossible to know by how much.

This year's staff is more diligent about logging reservations for visiting students, but need reminding to do so when they make reservations for themselves or each other.

Timeline: Provide a project timeline from funding approval to full operation.

All identified games will be released by the time this proposal is considered. Upon award, I would purchase them immediately.

Budget & Resource Planning: For recurring requests, identify any cost increases or decreases from the previous year and explain the reasons.

Last year, the price of Game Pass increased substantially, prompting me to make the decision to cancel the subscription. In its place, I purchased memberships to PlayStation Plus Premium and Nintendo Switch Online + Expansion Pak. Because the combined price of both was lower than the price of Game Pass, our expenses have actually been reduced slightly. The price of individual new games has, however, generally gone up over the past two years. I generally seek out games on sale, but because this request is for Nintendo Switch 2 games, and because Nintendo rarely puts its first-party titles on sale, the request only accounts for full-price product.

Budget & Resource Planning: Is your department committing any additional resources (e.g., funding, staff, space, etc.) to support this request?

Our CSI student staff assist students with setting up the game console, and ensuring they're secured in cabinets or lock boxes to avoid theft. We use televisions and furniture in the University YMCA to host game sessions. Additionally, I'm working with staff and procuring equipment to support limited checkouts of our last-gen Switch consoles in the Mattress Factory Dawg House Student Lounge.

I use SAF student center funding to purchase security equipment for the consoles--metal cables, locks, protective boxes and cases, etc.

Budget & Resource Planning: Are you working with other departments to help maintain or operate this technology/resource? If yes, please describe the collaboration.

No.

Budget & Resource Planning: What is your long-term plan for sustaining this technology (how will this be maintained beyond STFC funding?)

The consoles themselves are durable goods, so they last as long as they work and as long as there is interest in the device. Unless there's a substantial price break on a physical-media edition of a game, I've shifted my purchasing to digital games to reduce risk of loss or theft--individual games are much easier to lose or steal than an entire console. As mentioned in an earlier answer, security devices and cases for the video game equipment are funded by the CSI's SAF funding or UWY discretionary funding, and not STF. SAF-supported student staffing allows for the ongoing customer service demands of checking out games to students.

Though current SAF funding doesn't support it, in the future I would like to post a student employee inside the Y's second-floor game room, solely to check out consoles and game equipment to students.

Funding Request Items

Item	Occurance	Priority	QTY	MIN	Cost Per Item	Shipping Fee	Tax Per Item	Subtotal
Games	One Time	Medium	6	No	$70.00	$0.00	$7.00	$462.00
							OVERALL TOTAL:	$462.00

Item: **Games**
Priority Explanations: I would like to acquire more Switch 2 games to highlight the newer console's value as an upgrade over the Switch 1 consoles

Support Documents

Type	Description
PDF	Game checkout for the 2025-2026 school year. Video game data begins on page 6.