



Student Technology Fee Committee (STFC) Annual Allocation Request

ALLOCATION REQUEST DATE INFORMATION

Date Created: 2024-01-31 19:58:04

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ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: CSI Video Games_2024-2025

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: 24A0438

Contact Names: Conor Leary

UW Tacoma Affiliation: Staff

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Phone Number: 2536924685

Title of Request: CSI Video Games_2024-2025

Type of Request: One Time

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?

This year, the Center for Student Involvement continued to offer video game consoles for renting from the CSI in the UWY Game Room and in the Dawg House Student Lounge. We offer one XBOX One and one Playstation 4 in each location, one Xbox Series S, and one PS5, as well as two Nintendo Switches in the UWY and one in the Dawg House, 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 two Nintendo Switch systems and games for all systems, which was supported at 1000 dollars.

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 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 (for returning applicants) or will (for new applicants) benefit from this technology. How will additional funding of the technology benefit students?

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. 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 8:30am-7pm (Mon-Fri). They also have access to the video games in the Dawg House Student Lounge in the Mattress Factory from 11am-3pm (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-2pm on Fridays in order to be present to provide video games and the equipment to them for their use. Organizations are also able to reserve the video game consoles for events outside of these hours through prior consent and agreement to return the systems as they were presented to them.

Rentals Involving Games and Consoles (September 2023-January 2024)

Nintendo Switch	120
Xbox One	48
Playstation 4	76
Xbox Series S	68

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.

This year's request asks to provide accessories so that our Xbox Series s and Playstation 5 can include more participants. Currently, each system only has 2 controllers, which makes multiplayer gameplay difficult. We would want to purchase 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 Switches (so we're able to house one more in the Dawg House); right now, only one Nintendo switch is in the Dawg House. We also would like to have funds available to replace games as they come out.

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
Microsoft Game Pass Subscription	12	\$17.00	\$0.00	\$1.75	\$225.01
Playstation Game Budget	8	\$69.99	\$0.00	\$7.17	\$617.28
Nintendo Game Budget	8	\$49.99	\$0.00	\$6.18	\$449.36
PS5 Controller	2	\$69.99	\$0.00	\$7.21	\$154.40
Xbox Series S Controllers	2	\$64.99	\$0.00	\$6.69	\$143.36
Nintendo Switch	1	\$349.99	\$0.00	\$36.05	\$386.04
OVERALL TOTAL:					\$1,975.45