



WESTERN KENTUCKY UNIVERSITY

BOWLING GREEN, KENTUCKY 42101

Office of Associated Student Government

Resolution 80-28
Electronic Games
Introduced: 3/10/81

Status: **PASSED**

Whereas, the residents of Western Kentucky University residence halls wish to have electronic game machines, and

Whereas, the reasons stated in the enclosed formal proposal,

Therefore, the members of IHC and ASG wish to have electronic game machines installed on the 27th floor of Pearce-Ford Tower on a trial basis,

Furthermore, if the games prove to be an asset to residence hall life, we ask that games be installed in other residence halls as well.

Author: Jack Daniel Smith

Sponsors: Vernon Pruitt
Robert McKay
Doug Hoots
M. A. Baker



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On behalf of the residents of the Pearce-Ford lower Communities, WE, the Community Presidents, propose that electronic game machines be installed on a Trial Basis on the 2/th floor of Pearce-Ford lower.

Over the last several years, on-campus living has changed. The fact that on-campus housing is no longer referred to as dorms, but residence halls, shows that the image of on-campus living has evolved into something more comprehensive. Residence halls are not only a place to sleep, but a place to study, to recreate--a place to live. Game machines give the residents a needed outlet to take the tension off of daily college life. This is particularly true of the situation in Pearce-Ford Tower. Almost 900 men are housed in the 2/-story structure, creating some unique and complex problems. In a residence hall of such size, it becomes even more necessary to have a complete recreational facility. Game machines are a form of recreation that could help to make residence hall facilities more complete. The benefits are many:

- 1) As the university creates a better atmosphere for student who live on campus, more students will participate in residence hall programming activities. Syracuse University has had game machines in their residence halls for approximately four years and they have noted a definite increase in the interaction of the residents.
- 2) As the residence are continually put into a nice, clean and fulfilling environment, they will be less prone to destroy and vandalize the residence halls. Reduction in vandalism would save the university a great deal of money in maintenance repair.
- 3) If the residents are satisfied, and in fact proud of their hall, they will think twice about moving off campus. Simple mathematics and logic tells us that occupied rooms make more money than vacant ones.
- 4) MONEY! There is no need to discuss the urgency and need for additional funds. For the short period of time (24 hours, only nine of which were operational time) during which games WERE placed on the 2/th floor, two machines made \$89.25. And many of our residents were not aware



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that the games had been placed there. Allowing for the novelty of the machines to wear off, and figuring in slow days and weekends, we estimate that over \$443.00 could be taken in weekly. With the existing contract with Jerry's Amusement Co. (calling for a 65% - 35% university cut), approximate income could total \$287.95 per week, \$1,151.80 per month, and \$4,607.20 per semester. These are just estimates, but the possible financial gain is too large to be ignored. In the long run it would be a step toward making the residence halls more self-sufficient.

- 5) Game machines will add a new twist to the ordinary games and equipment offered in the residence halls, at no financial risk. In the present case, they will help Pearce-Ford Tower and its 27th floor to begin to live up to their potential as a drawing card for prospective students. And with the money collected from the machines, we could help to make not only Pearce-Ford Tower a better place to live, but all other residence halls as well.

THE GAME MACHINES WOULD BE SUPERVISED AND MAINTAINED AS FOLLOWS:

- 1) A member of the Pearce-Ford Tower resident assistant staff will be present at all times while the games are being used.
- 2) During hours in which the 27th floor is locked off, the machines would be locked away in a storage room.
- 3) Collection of monies, record keeping, and other administrative details will be conducted in a manner acceptable to the university and to Jerry's Amusement Co. The governments and staff of the Pearce-Ford Tower Communities are willing to assist in every possible way.
- 4) We strongly urge that, if at all possible, monies generated by the machines be re-channeled (at least in part) back into the development of Pearce-Ford Tower and other residence halls on Western's campus.

Because of the reasons stated above, and under the given conditions, we, the presidents of the Pearce-Ford Tower Communities ask that the university place game machines on the 27th floor of Pearce-Ford Tower on a trial basis as quickly as possible, and that similar games be placed in other residence halls if the Pearce-Ford Tower trial period proves successful.

Jack Daniel Smith