



Student Technology Fee Committee (STFC) Annual Allocation Request

ALLOCATION REQUEST DATE INFORMATION

Date Created: 2025-02-06 14:27:13

Date Due: 2025-02-07 12:00:00

Date Submitted: 2025-02-06 16:21:47

ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: CSI Video Game Consoles and Game Fund

Request Description: A request for funding to maintain the CSI's XBOX Game Pass Ultimate subscription, a Nintendo Switch 2 console, two Switch 2 launch games, and two Playstation 5 games.

ALLOCATION REQUEST INFORMATION

Department Name: Center for Student Involvement

Request Code: 25A0498

Contact Names: Daniel Nash

UW Tacoma Affiliation: Staff

UWT Email Address: nashd@uw.edu

Phone Number: 2536924813

Title of Request: CSI Video Game Library (includes Switch 2 console acquisition)

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 has regularly come to STFC with proposals for annual funding to purchase video games or new video game consoles, to be implemented for students' recreational use. We currently have two Playstation 4s, an XBOX Series S, three Nintendo Switch systems, and a library of physical and digital games for each. Since 2022, a portion of the funding has gone to a monthly XBOX Game Pass Ultimate subscription, which provides access to 300+ video games on our XBOX Series S at an annual cost equivalent to three full-price games.

This year, we are requesting funding to continue our Game Pass Ultimate subscription, to acquire two Playstation 5 games (or more, if we catch games on sale), the newly announced Nintendo Switch 2 console, one additional Switch 2 controller, and two Switch 2 launch titles (also at an assumed full price).

A Switch 2 acquired close to its launch date is likely to be a strong draw for students, given the expectation of greater graphical computing capability and the exclusivity and generally high quality of Nintendo's first-party titles. The console has been confirmed to have backward compatibility with the Switch 1, meaning our existing Switch 1 titles will work with the system. Additionally, there's industry speculation that the new model incorporates Hall Effect analog sticks, which would address the known problem of "stick drift" due to wear-and-tear on Switch 1 consoles. If true, this would hedge against replacement controller costs being incurred in the future.

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. An 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. 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 in 2024.

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 \$44 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 \$792, whereas to purchase one of each of the current-gen systems, with no games, would cost closer to \$1,100, 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.

Any student who visits the Center for Student Involvement has access to our video game consoles, and we give priority access to student requestors over all other potential constituents. For example, the University YMCA's second-floor game room houses our XBOX Series S and previous-generation Playstation 4. The televisions connected to these systems are open to all Y members, but we have signage and an ongoing policy that non-students must give up the TV for any students who book time with a console. In theory, staff and faculty can also request use of the equipment, but these represent a portion of bookings so small as to be functionally non-existent.

According to our Connect2 data, since July 1, more than 154 hours have been booked on our consoles. The most popular console was the Playstation 5, which had more than 68 hours of booking time, followed by Nintendo Switch and XBOX at a little more than 22 hours each. The most popularly checked-out physical game was "Star Wars Jedi: Survivor" for the Playstation 5, though we also have several digital games included on the console. Some of the most popularly played games in our digital collection include "God of War 3 HD" and the free-to-play game "Fortnite." While our XBOX was last in our usage list by a hair, our Series S is also the console most recently put into service, having been installed just prior to the Special Allocation deadline in December. Because our Series S relies exclusively on Game Pass for its games, this indicates the drawing power of the Game Pass Ultimate subscription.

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.

The Game Pass Ultimate renewal will go into effect seamlessly, as that is an existing funded subscription.

Purchase of the Switch 2 will depend on its release date, which has not been announced, but has been confirmed for 2025. It, and two launch games (one likely being Mario Kart 9) will be able to be purchased on its release date or the beginning of the budget year on July 1, whichever comes later.

The PS5 title acquisition can be done at leisure and will depend on highlighting likely popular releases in Q3/Q4 2025 or Q1/Q2 2026. Possible candidates include Ghost of Yotei (a sequel to popular game Ghost of Tsushima), Assassin's Creed: Shadows, DOOM: The Dark Ages, and Death Stranding 2. If approved, I will also put a fresh marketing push on our Video Game Request form to obtain data on games desired by students.

The goal with our acquisitions is to select games that will draw students to our video game services and, by extension, the CSI space. The ideal scenario is that a student who's never visited the CSI before will learn about it as a byproduct of their time with our games.

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.

Our game consoles primarily operate in the University YMCA Student Center. We have a Playstation 5 connected to a monitor in the Center for Student Involvement office space, and an XBOX Series S and Playstation 4 connected to large screen televisions in the UWY second-floor game room. We additionally have three Nintendo Switches in a CSI locker used to house frequently requested equipment. Currently, we also allow students in the Mattress Factory Dawg House Student Lounge to request the Nintendo Switch, in which case we have staff run a console down to the Dawg House to fulfill the request. These bookings have been more restricted this year due to a drop in SAFC funding for personnel, which has consequently restricted our staff time in the Dawg House. We are working on plans to move our previous-generation console equipment to the Dawg House on a more permanent basis, but this plan is pending security equipment that we still need to request through IT. CSI student staff log the bookings and track equipment as part of their regular duties.

Funding Request Items

Item	QTY	Cost Per Item	Shipping Fee	Tax Per Item	Subtotal
Nintendo Switch 2 (educated estimate in absence of pricing information)	1	\$499.99	\$0.00	\$51.49	\$551.48
Switch 2 controller (estimate)	1	\$89.99	\$0.00	\$9.27	\$99.26
Switch 2 launch games	2	\$69.99	\$0.00	\$7.21	\$154.40
XBOX Game Pass Ultimate (monthly subscription)	12	\$19.99	\$0.00	\$2.06	\$264.60
Playstation 5 games (new release price assumed)	2	\$69.99	\$0.00	\$7.21	\$154.40
OVERALL TOTAL:					\$1,224.14