

Motion: Entertainment Room

Guild Council Notes:

1. Until the beginning of this year, Cybercity was a popular gathering point
2. There are only two pool tables in the Guild, and one darts board
3. Other Universities (e.g. Aston) have Arcade machines
4. The closest arcade to the university is at Five ways
5. Until the BUGS refit, pinball machines in the Deb hall area paid for themselves many times over

Guild Council Believes:

1. Students want more non-alcoholic Entertainment in the Guild- views of CVGsoc and as mentioned by some members of School of Physics and Astronomy
2. In 1984, the Arcade area was a high source of revenue, always busy and never empty- and from what DR A.Goode can remember, the bar and food area there was the busiest on campus
3. Students who don't drink have the right to enjoy the Guild as much as those who do drink
4. The initial cost of the machines will be relatively high, but they will repay themselves
5. At present, there are empty unused rooms in the Guild

Guild Council Resolves:

1. To ensure that an Arcade/Entertainment room is created and refurbished during the re-development of the Guild- this may also mean that it can be incorporated into an existing room
2. That the Arcade/Entertainment room will be open from 8:30am till 2am (when the Guild first opens till when it closes)
3. That the machines/pool tables are kept in usable order throughout their lifetimes
4. Once their lifetime has passed they will be replaced with up-to-date versions
5. There would be adequate CC-TV to prevent theft and vandalism

Guild Council Mandates:

1. For the officiators to ensure that the resolution of this motion is enacted
2. That Computer and Video Games Society, and students interested in gaming, are asked what Arcade machines are to be in the Entertainment room

Proposed: Catherine Goode – Computer and Video Game Society

Seconded: Kev Lin – Computer and Video Game Society

Guild Council Appendix:

Arcade cabinets and their games can be brought separately. So when the game is out of fashion (i.e. After about 5 years- depending on the game), then the new game kit can be purchased for various prices (depending on the version of the game).

Here's some examples that are extremely popular:

Street Fighter 3 (Latest Edition) - £164.96

Tekken 5 Kit (includes signs etc.) ~ £500

Bomber Man - £67.30

Virtual Striker 3 Kit - £268.16

And some examples of complete kits, that include cameras, screens, cabinets, seats etc.-

Mario Kart GP 2 - £8,856 (Just been released)

Latest Dance Mat game - £3,509.15

House of the Dead - £616.79

All prices are from <http://www.coinopexpress.com/>, and are based on new copies- not pre-owned or recondition packages which of course, are much cheaper.