

GAMES

Effective Date: September 2010

Responsibility: VP Student Services

Amends Policy dated: September 1, 2006

Policy Number:

Scope: Students, Faculty, Staff

Members of the University College have agreed to respect the Vision, Mission, and Values of Canadian University College. Thus the games one plays need to align with the Vision, Mission, and Values of the University College. Most games fall within five major categories: physical games, tabletop games, video games, role-playing games, and simulation games.

Examples of activities that would not support the Vision, Mission, and Values of the University College are:

1. Engaging in any activity that is prohibited by provincial or federal law.
2. Participating in gambling activities.
3. Engaging in any activity that is sexually explicit.
4. Engaging in any activity that exhibits extreme violence.
5. Participating in any activity that tends to deprive any person of their rights, or exposes any person to hatred or to affront their human dignity.
6. Participating in role-playing games that have occult themes.