

## **Student Media**

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### **This Council Notes:**

1. One of the key factors of the success of a media organization is how easily accessible it is for users.

### **This Council Believes:**

1. That the Union should do all it can to encourage its own media outlets.

### **This Council Resolves:**

1. To make it compulsory to play Livewire, where possible, in the Union's commercial premises between the hours of 10-6 on weekdays.
2. To make an exception during live sporting events that student media cannot cover or other similar circumstances.
3. To mandate the Societies Officer to investigate ways in which Livewire could be played in all Union commercial premises.
4. To mandate the Communications Officer to make all managers and staff aware of this policy.