

Sensory Guide

Introduction

This Sensory Guide provides information about different areas of the museum to help plan your visit. It points out areas and experiences with moderate to high sensory levels so that you can decide what to engage with. Please be aware that as areas of the museum change, this guide may not always be up to date. We appreciate your feedback!

Legend



Sound

Amount of noise or sounds you may hear.



Sight

Amount and variety of lights and sights you may see.



Touch

Amount of extra or unusual contact your body may feel.



Movement

Amount of motion your body may feel or experience.



Complexity

Amount of directions for you to read or follow.



Stairs

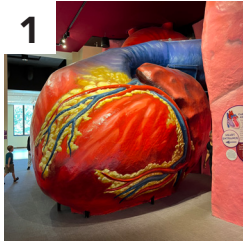
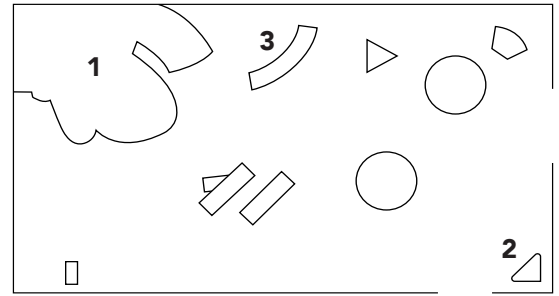


Ramp

FLOOR 2






The Giant Heart

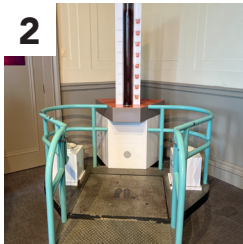
This is a very popular exhibit. Crowds of people may gather around The Heart Bar for dissections, which occur several times throughout the day. The heartbeat audio can be heard throughout the exhibit when it is quiet.



Giant Heart






The path through the Heart can feel small, and there are steps. The heartbeat audio is louder inside the Heart.

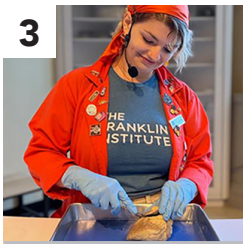
-  Sound - **High**
-  Sight - **High**
-  Touch - **Low**
-  Movement - **High**
-  Complexity - **Medium**



Blood: Weight vs Volume

This will simulate how much blood is in your body based on how much you weigh. The "blood" is not real.

-  Sound - **High**
-  Sight - **High**
-  Touch - **Medium**
-  Movement - **Medium**
-  Complexity - **Medium**



Dissections

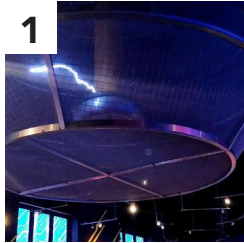
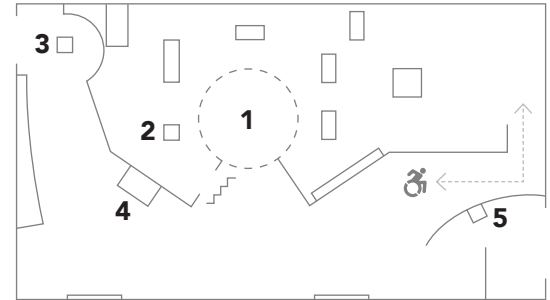
These are real dissections using real animal body parts. They happen at The Heart Bar in the Giant Heart exhibit at various times throughout the day.

-  Sound - **Low**
-  Sight - **High**
-  Touch - **Low**
-  Movement - **Low**
-  Complexity - **Low**

FLOOR 2






Electricity

This exhibit is fairly quiet during off-peak hours except for during Tesla Coil demonstrations.



Tesla Coil






Makes a 5+ second-long loud noise (about as loud as a passing emergency siren) accompanied by bright flashes of light every hour on the hour. There is voice over that provides warning before this happens.

-  Sound - **High**
-  Sight - **High**
-  Touch - **Medium**
-  Movement - **Low**
-  Complexity - **Low**



Complete the Circuit

You will not get a shock when using this.

-  Sound - **Low**
-  Sight - **Medium**
-  Touch - **Medium**
-  Movement - **Low**
-  Complexity - **Medium**



Key

Touching this will give you an electric shock.

-  Sound - **Low**
-  Sight - **Low**
-  Touch - **High**
-  Movement - **Low**
-  Complexity - **Low**



Van de Graff/Static Electricity

Touching this may give you an electric shock.

-  Sound - **Low**
-  Sight - **Low**
-  Touch - **Medium**
-  Movement - **Low**
-  Complexity - **Low**



Handprint

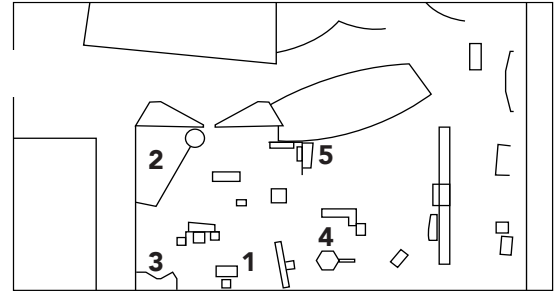
Holding your hand on this will give you a fuzzy, tingly feeling that may feel strange.

-  Sound - **Low**
-  Sight - **Low**
-  Touch - **Medium**
-  Movement - **Low**
-  Complexity - **Low**

FLOOR 2

Amazing Machine

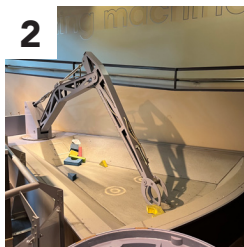
This exhibit is usually quiet, except for the occasional sound of machinery.



1 Rocket Launcher

The rocket in the case uses air and water to launch, but you won't get wet. It makes a fast hissing noise as it launches.

- Sound - **Low**
- Sight - **Medium**
- Touch - **Low**
- Movement - **Low**
- Complexity - **Medium**



2 Sequence for Control

The crane can be loud if you hit the ground with it.

- Sound - **Low**
- Sight - **Low**
- Touch - **Low**
- Movement - **Low**
- Complexity - **High**



3 Air Power

You will hear a sudden noise each time you connect the hose.

- Sound - **High**
- Sight - **Medium**
- Touch - **Low**
- Movement - **Low**
- Complexity - **Low**



4 Design Challenge

- Sound - **Low**
- Sight - **Low**
- Touch - **Medium**
- Movement - **Low**
- Complexity - **High**



5 Chain Reaction

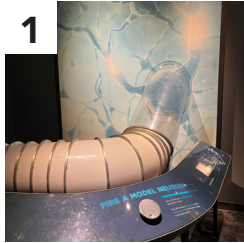
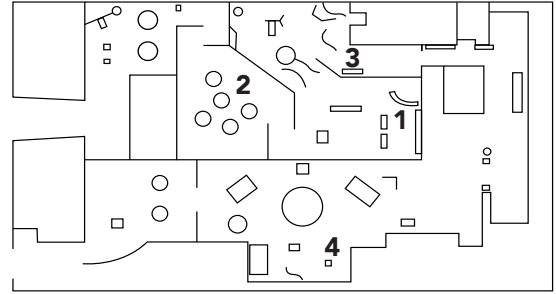
Dominoes make a loud sound when dropped.

- Sound - **Low**
- Sight - **Medium**
- Touch - **Low**
- Movement - **Low**
- Complexity - **Medium**

FLOOR 2




Your Brain

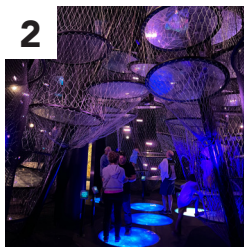
This exhibit is large, with different kinds of experiences and varying levels of stimulation.



1 Fire a Model Neuron





When completed, the interactive makes a loud noise, flashes lights, and fires ping pong balls.

-  Sound - **High**
-  Sight - **High**
-  Touch - **Low**
-  Movement - **Low**
-  Complexity - **Low**



2 Neural Climb

This room gets noisy and crowded. There are flashing lights and sudden sounds.

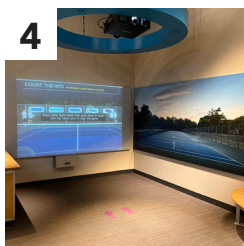
-  Sound - **High**
-  Sight - **High**
-  Touch - **Medium**
-  Movement - **High**
-  Complexity - **Low**



3 Vibrating Bench






This vibrates when you sit on it.

-  Sound - **Medium**
-  Sight - **Low**
-  Touch - **High**
-  Movement - **Low**
-  Complexity - **Low**



4 Virtual Tennis

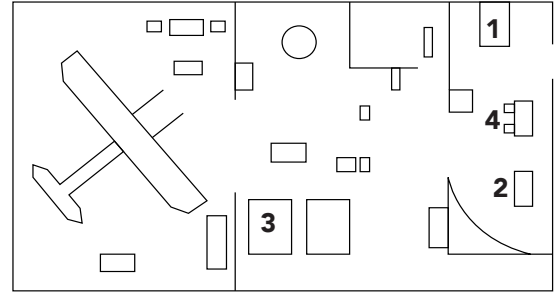
Move your hand to act as a virtual tennis racket to hit the tennis ball.

-  Sound - **Low**
-  Sight - **Medium**
-  Touch - **Low**
-  Movement - **High**
-  Complexity - **Medium**

FLOOR 2

Franklin Air Show

This exhibit is moderately loud and usually crowded.



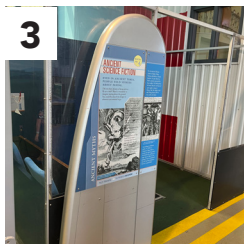
Raise the Ball

- Sound - **Medium** Movement - **Low**
- Sight - **Low** Complexity - **Low**
- Touch - **Low**



Drag Tubes

- Sound - **Medium** Movement - **Low**
- Sight - **Low** Complexity - **Low**
- Touch - **Low**



Feel the Flow

This has loud noise and blowing air. If you stand to the side instead of directly in front of the area, you won't feel as much wind.

- Sound - **High** Movement - **Low**
- Sight - **Low** Complexity - **Low**
- Touch - **High**



Balloon Race

This creates moderately loud noise and requires physical effort to operate. The balloons do not pop.

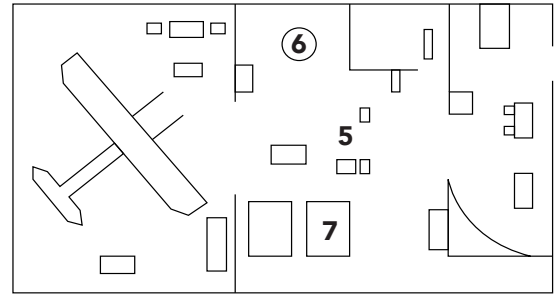
- Sound - **Medium** Movement - **Medium**
- Sight - **Low** Complexity - **Low**
- Touch - **Low**

Continue

FLOOR 2


Franklin Air Show

This exhibit is moderately loud and usually crowded.



T-33 Jet





Stairs are required to access the cockpit.

-  Sound - **Low**
-  Sight - **Low**
-  Touch - **Low**
-  Movement - **Medium**
-  Complexity - **Low**



Whirligigs

A stream of wind blows from the vents that makes the whirligigs fly.

-  Sound - **Medium**
-  Sight - **Low**
-  Touch - **Medium**
-  Movement - **Low**
-  Complexity - **High**



Wings Fly Area

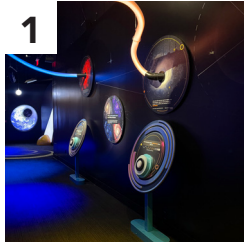
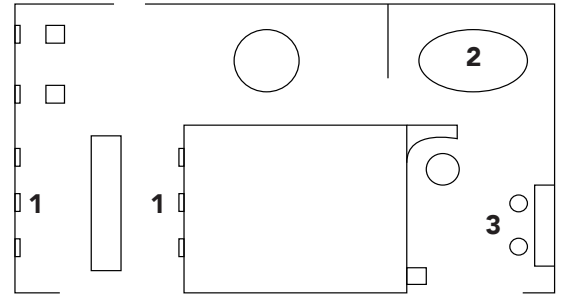
This makes a loud noise and blows air when the "Start" button is pressed.

-  Sound - **High**
-  Sight - **Low**
-  Touch - **Low**
-  Movement - **Low**
-  Complexity - **Low**

FLOOR 2

Wondrous Space

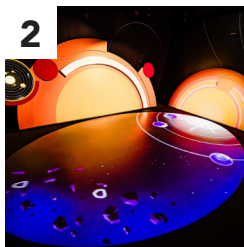
This exhibit is popular and gets loud and crowded at times. It has dimmed overhead lighting with bright, colorful accents throughout. Several areas have voice over audio that plays automatically and continuously.



Electromagnetic Waves

The overhead sculptures are triggered using the kiosks. The sound effects are moderately loud and can be triggered continuously. More than one can activate at once.

- Sound - **Medium** Movement - **Low**
- Sight - **Low** Complexity - **Low**
- Touch - **Low**



In Orbit of You

This is a multiuser experience where your body is the controller.

- Sound - **Low** Movement - **High**
- Sight - **Medium** Complexity - **Medium**
- Touch - **Low**



Space Primer

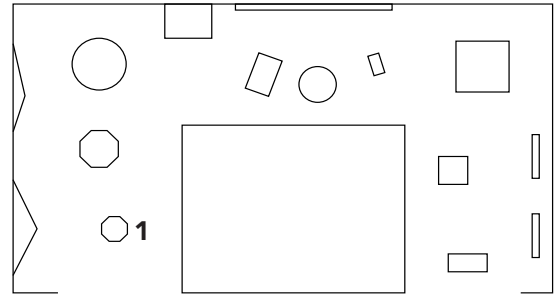
Roll giant trackballs to explore the scale of the universe. The on-screen visuals move slowly or quickly depending on location.

- Sound - **Low** Movement - **High**
- Sight - **Medium** Complexity - **Medium**
- Touch - **High**

FLOOR 3

Wondrous Space

This exhibit is popular and gets loud and crowded at times. It has dimmed overhead lighting with bright, colorful accents throughout. Several areas have voice over audio that plays automatically and continuously.



Design a Rocket

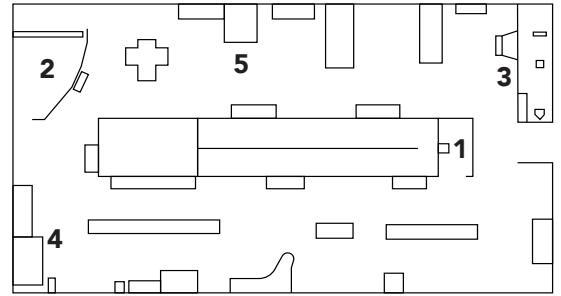
There are launch and explosion sound effects that may be loud for some visitors.

- 👂
Sound - **Medium**
➡➡➡ Movement - **Low**
- 👁️
Sight - **Medium**
🎯 Complexity - **Medium**
- ✋
Touch - **Low**

FLOOR 3

SportsZone

This exhibit is one of the most popular and is usually very crowded. Most of the experiences require physical movement and make noise.



Race Against Pro Athletes

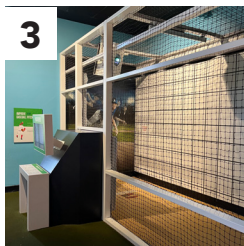
Physically race down a track against a virtual professional athlete.

- Sound - **High**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Medium**
- Touch - **Low**



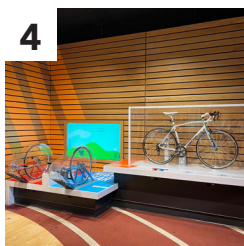
Jump Momentum

- Sound - **Low**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Medium**
- Touch - **Low**



Perfect Your Pitch

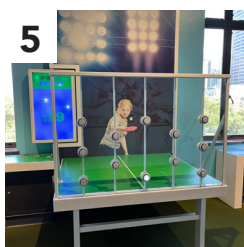
- Sound - **High**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Medium**
- Touch - **Medium**



Bike Gears

You use your hands to peddle a bike wheel, not your feet.

- Sound - **Medium**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Medium**
- Touch - **Medium**



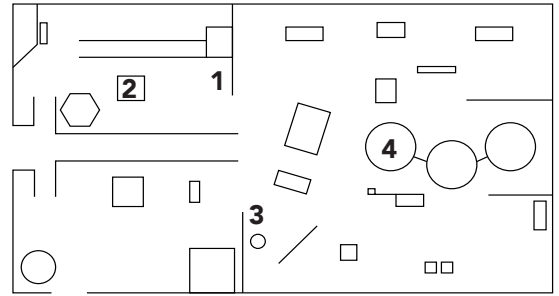
Reaction Timer

- Sound - **Low**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Medium**
- Touch - **Medium**

FLOOR 3

Sir Isaac's Loft

This exhibit is very visually, physically, and mentally stimulating. It has a lot of noise and sights even when there are few people in it, and when there are a lot of people, it gets very loud.



Chair Lift

- Sound - **Low**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Medium**
- Touch - **Medium**



Gyro Chair

This requires holding something that is spinning, looking at it, and moving.

- Sound - **Low**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Medium**
- Touch - **Medium**



Astro-Blaster

This makes a sudden noise. The higher you drop the balls from, the louder they are and higher they launch.

- Sound - **High**
- Movement - **High**
- Sight - **Medium**
- Complexity - **Low**
- Touch - **Medium**



Changing the Light

This area has strobe light effects.

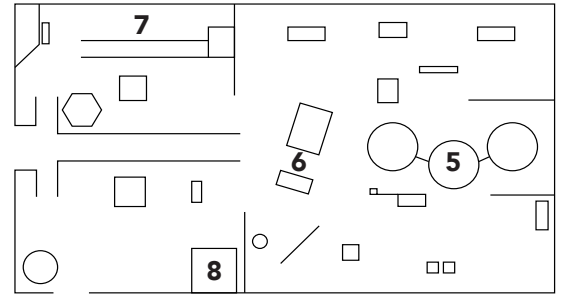
- Sound - **Low**
- Movement - **Low**
- Sight - **High**
- Complexity - **Low**
- Touch - **Low**

Continue

FLOOR 3



Sir Isaac's Loft

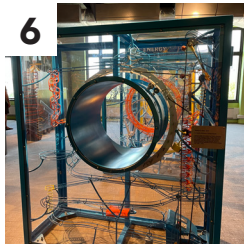
This exhibit is very visually, physically, and mentally stimulating. It has a lot of noise and sights even when there are few people in it, and when there are a lot of people, it gets very loud.



5 Optical Illusions


Some of the imagery spins.

-  Sound - **Low**
-  Movement - **Low**
-  Sight - **High**
-  Complexity - **Low**
-  Touch - **Low**



6 Newton's Jawn/ Kinetic Sculpture

There are many moving parts to this. It is moderately large and makes some noise as it operates. It is always running.

-  Sound - **Medium**
-  Movement - **Low**
-  Sight - **Medium**
-  Complexity - **Low**
-  Touch - **Low**



7 Giant Lever






The giant box and the lever mechanism make banging noises.

-  Sound - **Medium**
-  Movement - **High**
-  Sight - **Low**
-  Complexity - **Low**
-  Touch - **High**



8 Chain Reaction

Dominoes make a loud sound when dropped.

-  Sound - **Low**
-  Movement - **Low**
-  Sight - **Medium**
-  Complexity - **Medium**
-  Touch - **Low**

FLOOR 3

Live Science Shows

There are several different Live Show topics, but they are all typically medium to high levels of sensory stimulation. They take place in Musser Demonstration Theater.



Liquid Air






The loudest part of the show is when a balloon pops, but the Performer prepares the audience for it. Other sudden sounds happen during the show that are less loud.

-  Sound - **Medium**
-  Sight - **Low**
-  Touch - **Low**
-  Movement - **Low**
-  Complexity - **Low**



Combustion


This show uses fire to create large and small flames. There is also a loud explosion.

-  Sound - **High**
-  Sight - **Medium**
-  Touch - **Low**
-  Movement - **Low**
-  Complexity - **Low**



10-in-10

This show is high-energy and fast-paced. Demonstrations are timed with a countdown clock that beeps once a minute. There is a loud explosion.

-  Sound - **High**
-  Sight - **High**
-  Touch - **Low**
-  Movement - **Low**
-  Complexity - **Low**

FLOOR 1

Planetarium

This is a multisensory experience. You can leave once it starts if needed, but once you leave a show, you cannot come back inside until it ends.



Planetarium Shows

 Sound - **High**

 Movement - **Low**

 Sight - **High**

 Complexity - **Low**

 Touch - **Low**

FLOOR 4

Observatory

The Observatory is a hybrid indoor/outdoor area when the roof is open. Depending on the type of experience, you may be exposed to weather conditions or sounds outside of the museum's control including bright sunlight, heat, wind, and sounds of street traffic. The roof is never open when there is a chance of precipitation. You need to climb a few steps to physically look through the telescope. Open on weekends.



Telescope Viewing

 Sound - **Low**

 Movement - **Low**

 Sight - **Low**

 Complexity - **Low**

 Touch - **Low**