

Sensory Guide

Information for Visitors' Sensory Needs



Introduction

The Sensory Guide explains how the museum's exhibitions and experiences match with visitors' sensory needs. You can use it to help plan your visit and choose which parts of the museum to visit or avoid.

Legend



Bright lights



Loud sounds



Strong smells



Tactile opportunities



Movement opportunities

Museum Lobby

In the Museum Lobby I can...

- 1 Interact with an artistic installation that represents the Northern Lights.





Artifact Alley

In *Artifact Alley* I can...

- 2 Pretend to be in the Arctic and play on an ice flow with a seal.



Heads Up!

This exhibit contains lights, wind and sound effects that may surprise visitors.

Artifact Alley

In *Artifact Alley* I can...

- 3 Take command of a sci-fi spacecraft and activate sounds and lights.



Heads Up!

This exhibit contains sounds and lights that may surprise visitors.

Artifact Alley

In *Artifact Alley* I can...

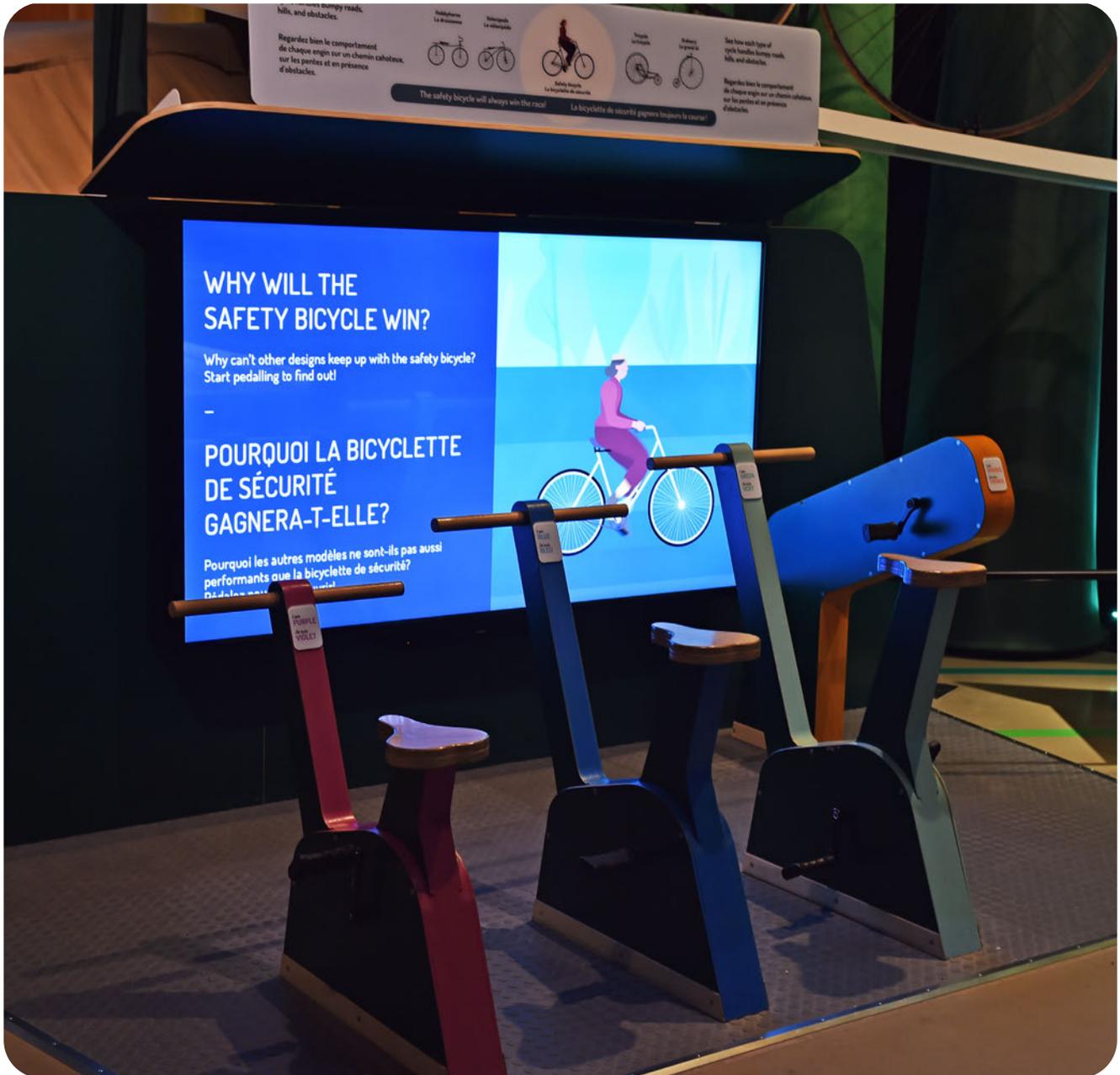
- 4 Get hands-on with real woodworking tools.



A Into the Great Outdoors

In *Into the Great Outdoors* I can...

5 Race various bicycle models with other visitors.



A Into the Great Outdoors

In *Into the Great Outdoors* I can...

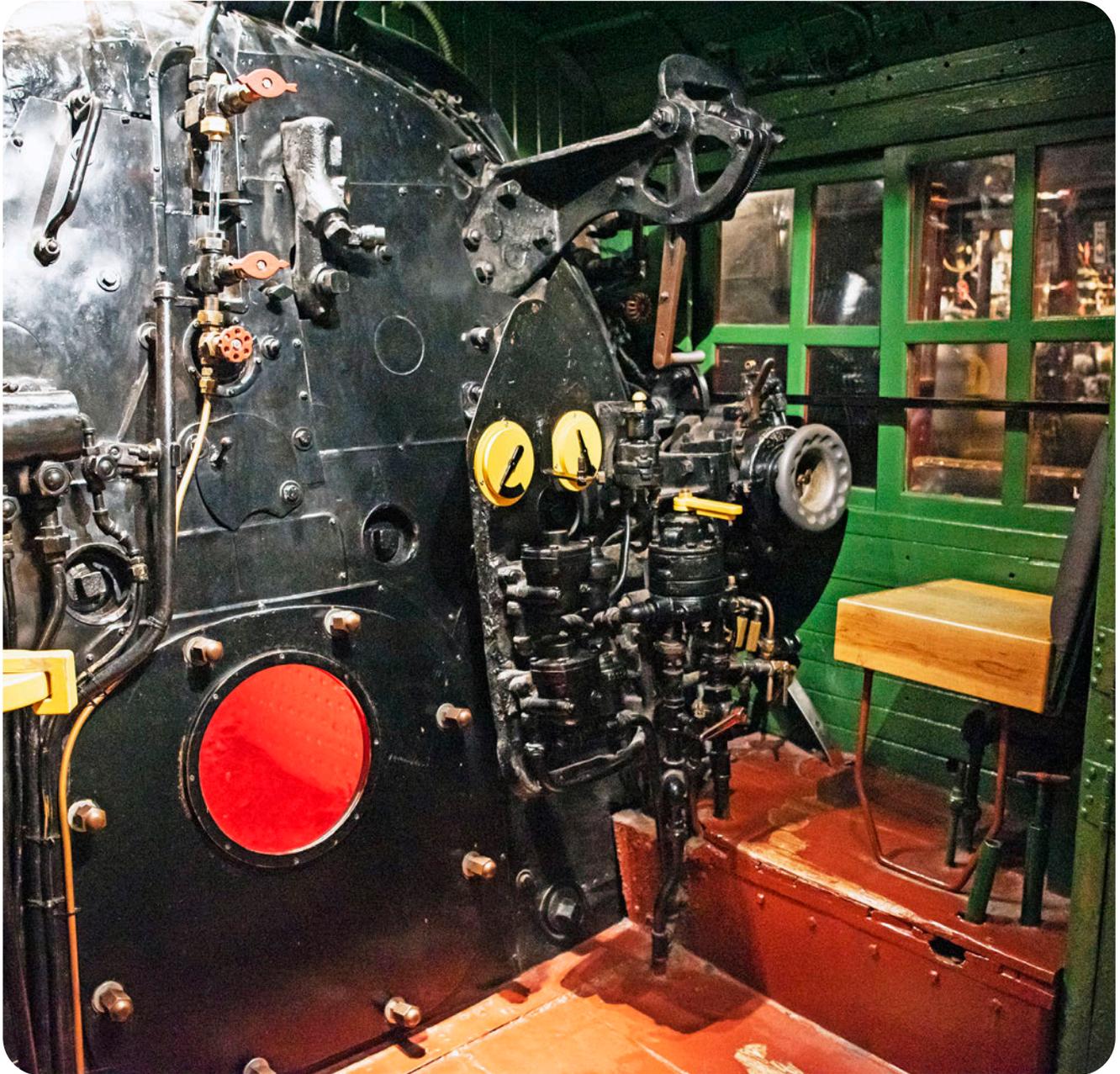
- 6 Play with bells and other sounds that bicycles make.



B Steam: A World in Motion

In *Steam: A World in Motion* I can...

7 Climb aboard a locomotive.



B Steam: A World in Motion

In *Steam: A World in Motion* I can...

- 8 Play with toy trains and ships.



© Sound by Design

In *Sound by Design* I can...

- 9 Interact with an immersive sound installation.



© Sound by Design

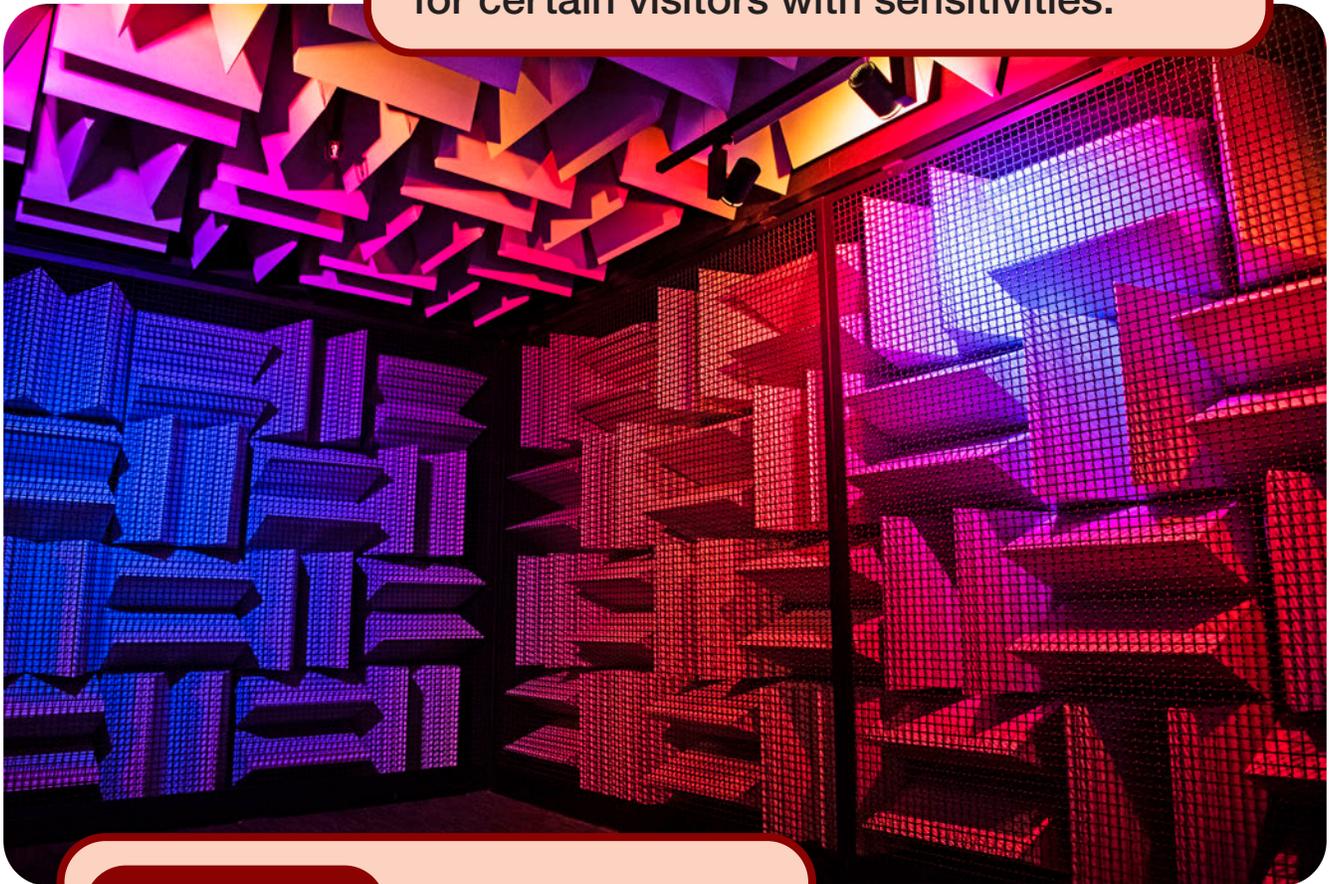
In *Sound by Design* I can...

- 10 Experience a room designed to eliminate sound.



Heads Up!

The absence of sound may trigger anxiety for certain visitors with sensitivities.



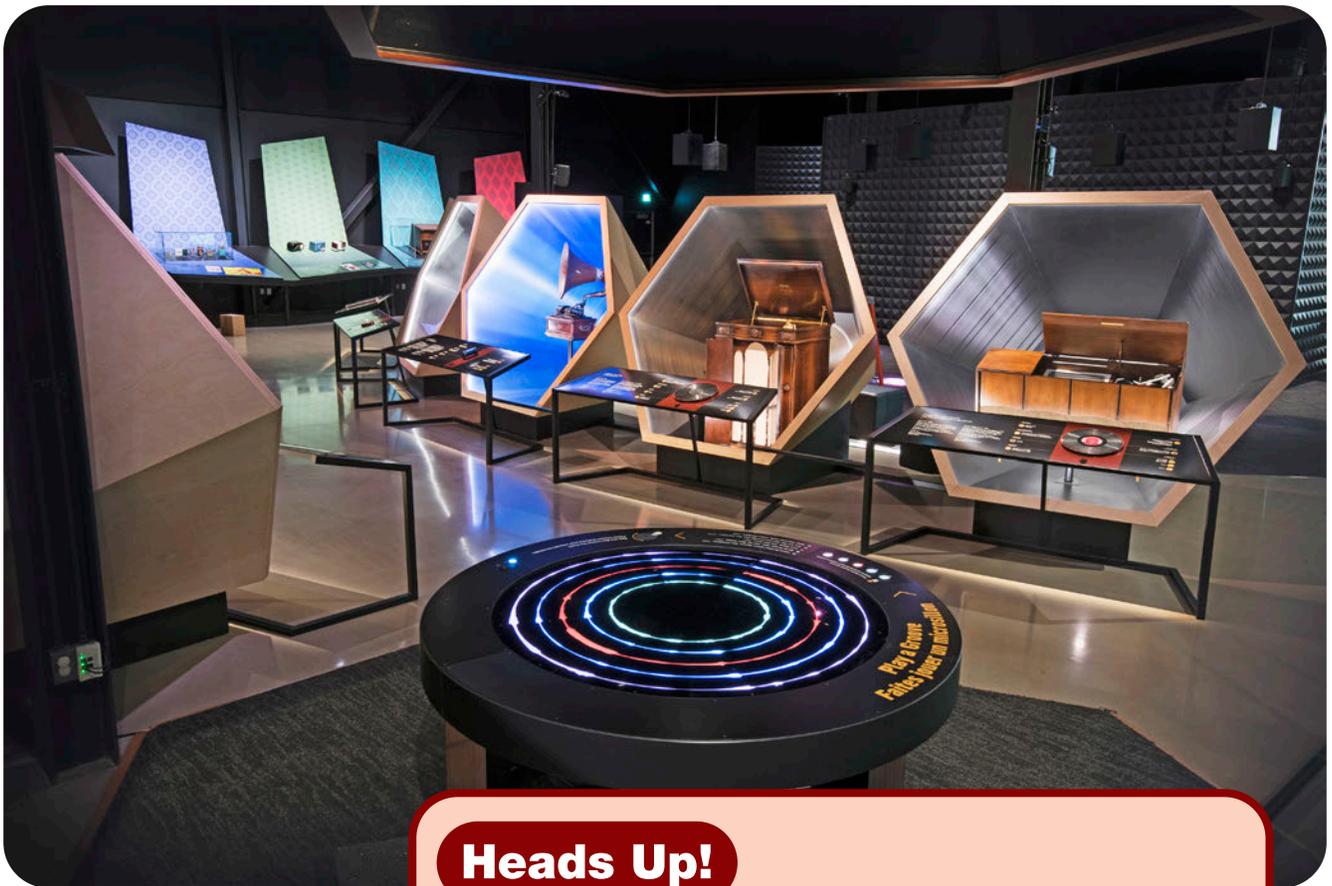
Heads Up!

This space is dark, with surprising light effects.

© Sound by Design

In *Sound by Design* I can...

- 11 Spin an oversized record to play music.



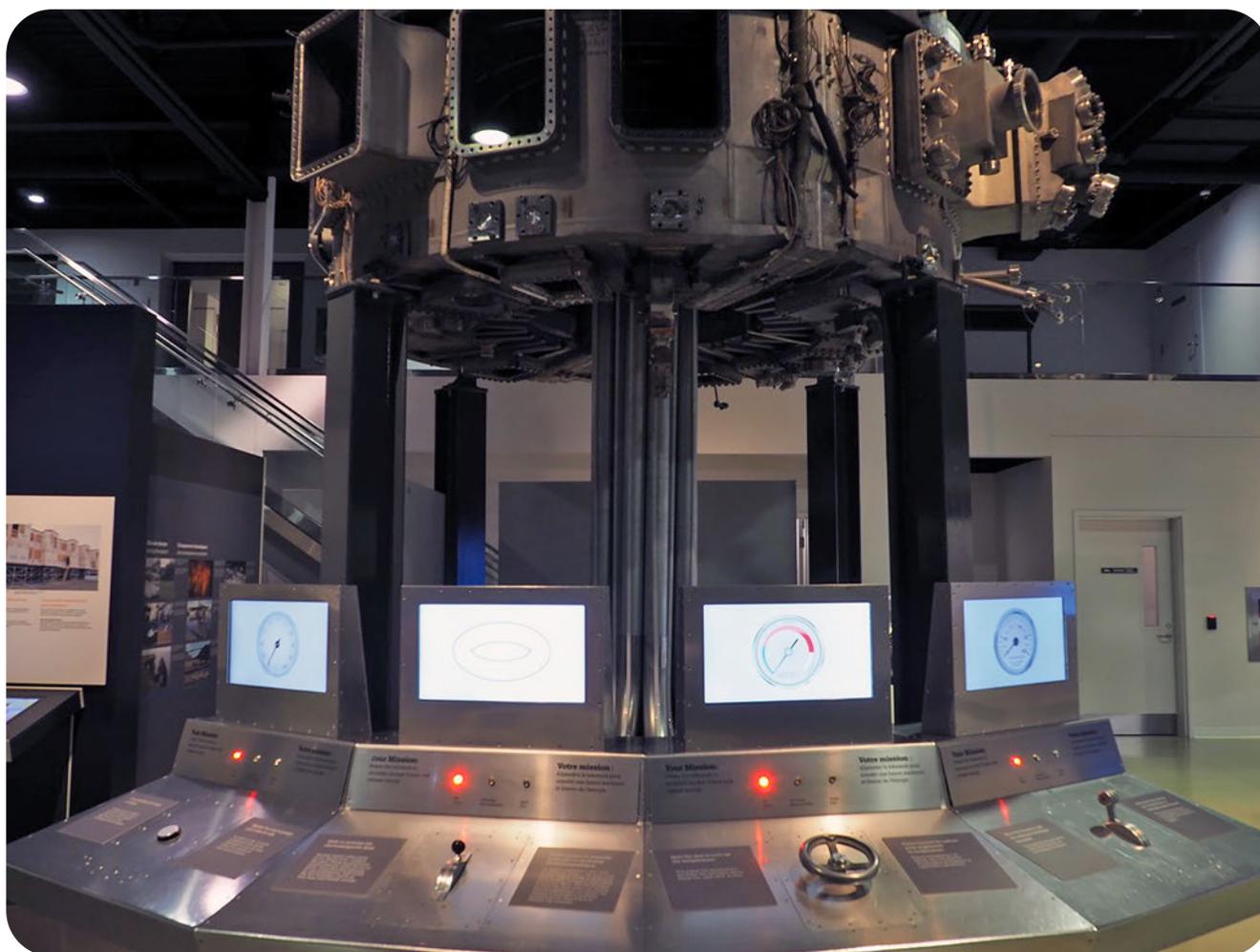
Heads Up!

The record can spin very fast. This may be surprising to some visitors.

D From Earth to Us

In *From Earth to Us* I can...

- 12 Work with friends to pretend to operate a nuclear reactor.



D From Earth to Us

In *From Earth to Us* I can...

- 13 Pretend to visit a glacier and hear the stories of people who are experiencing climate change.



Heads Up!

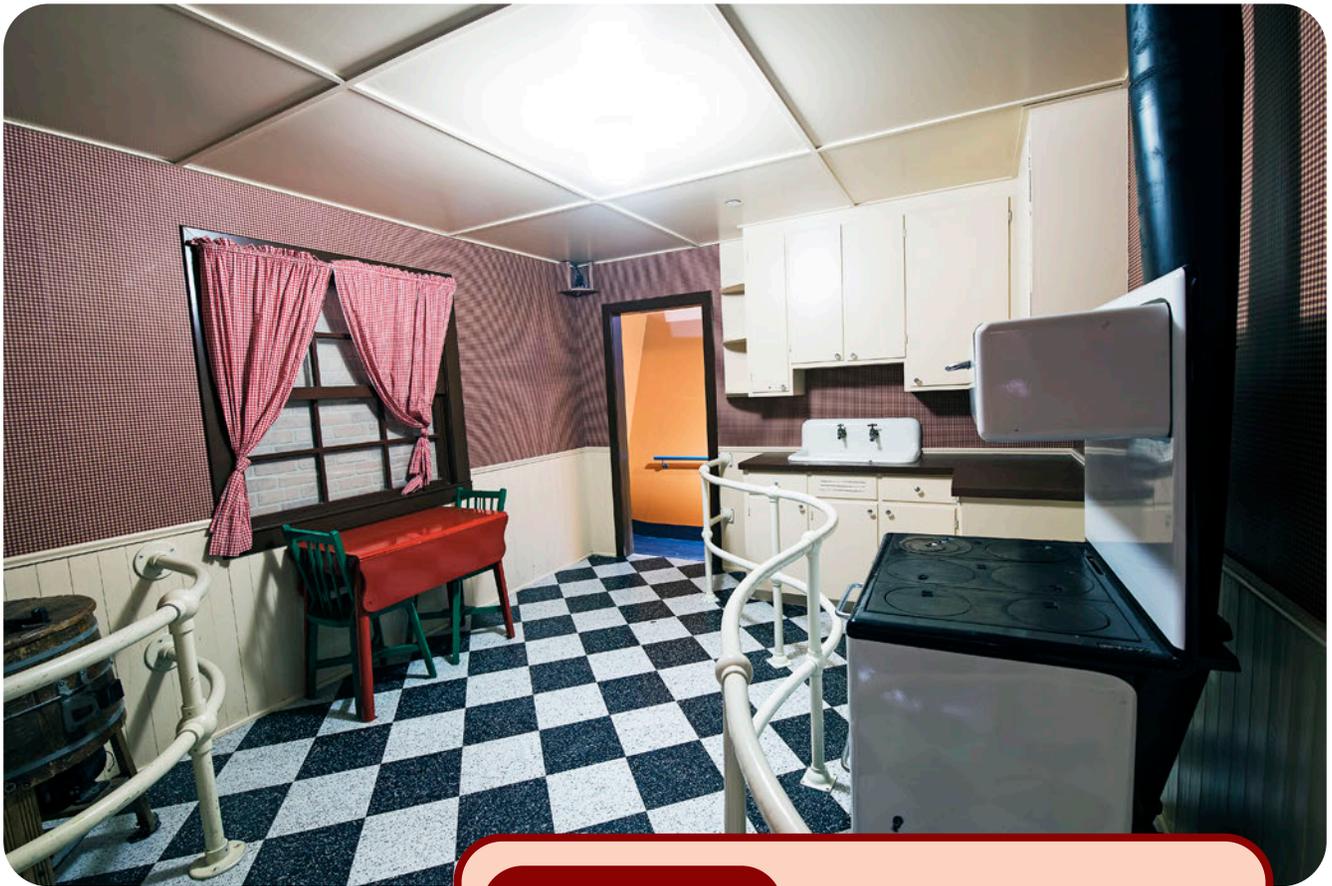
This space contains a video with flashing light sequences.



Crazy Kitchen +

In *Crazy Kitchen +* I can...

14 Experience the dizzying sensation of the Crazy Kitchen.



Heads Up!

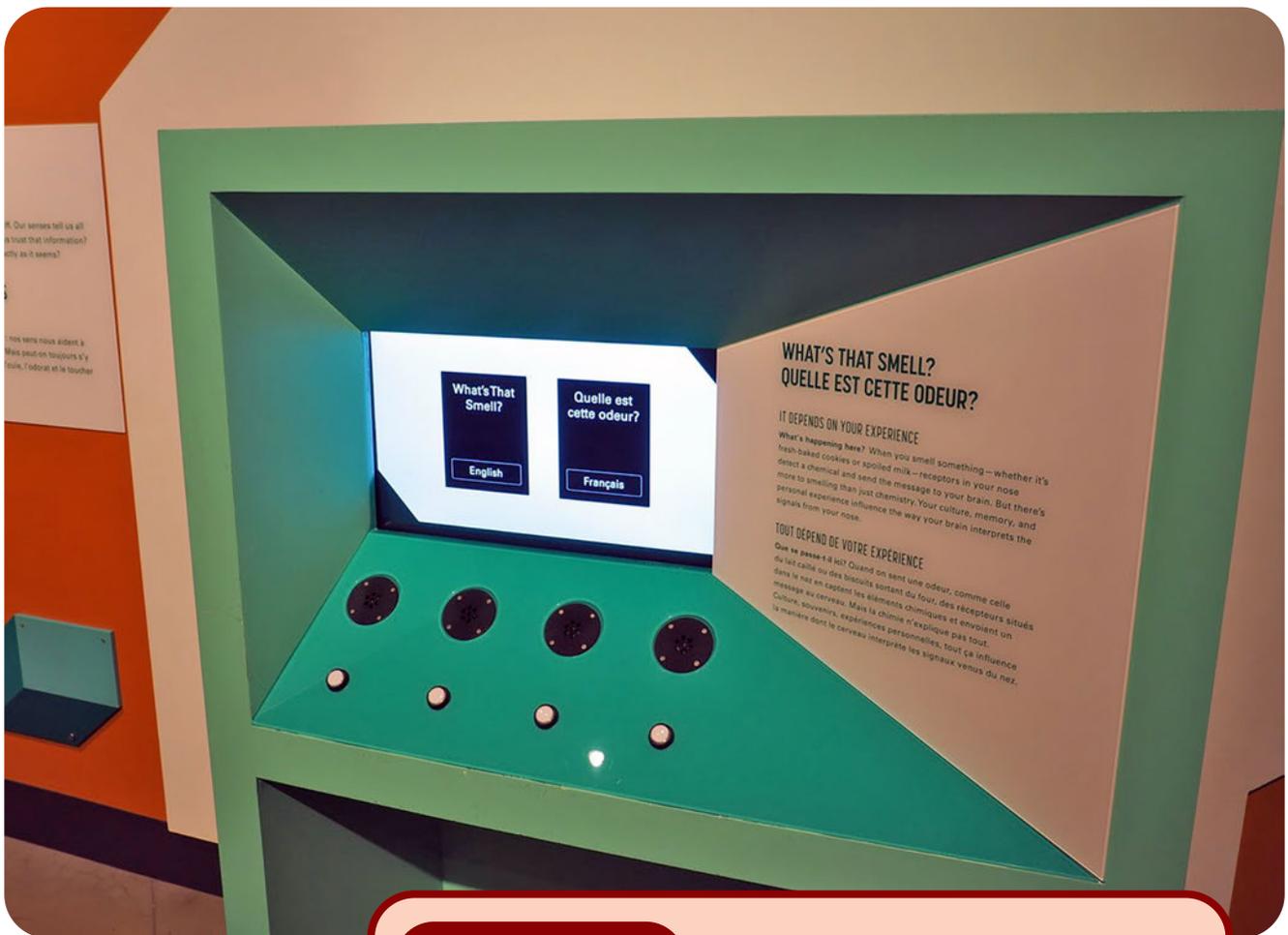
This illusion can disorient people and is not recommended for visitors who have inner ear problems.



Crazy Kitchen +

In *Crazy Kitchen +* I can...

15 Play a game and try to guess different smells.



Heads Up!

This activity contains strong smells that some visitors may find unpleasant.



Crazy Kitchen +

In *Crazy Kitchen +* I can...

- 16 Try the speech jammer, a sound illusion that tricks your mind!



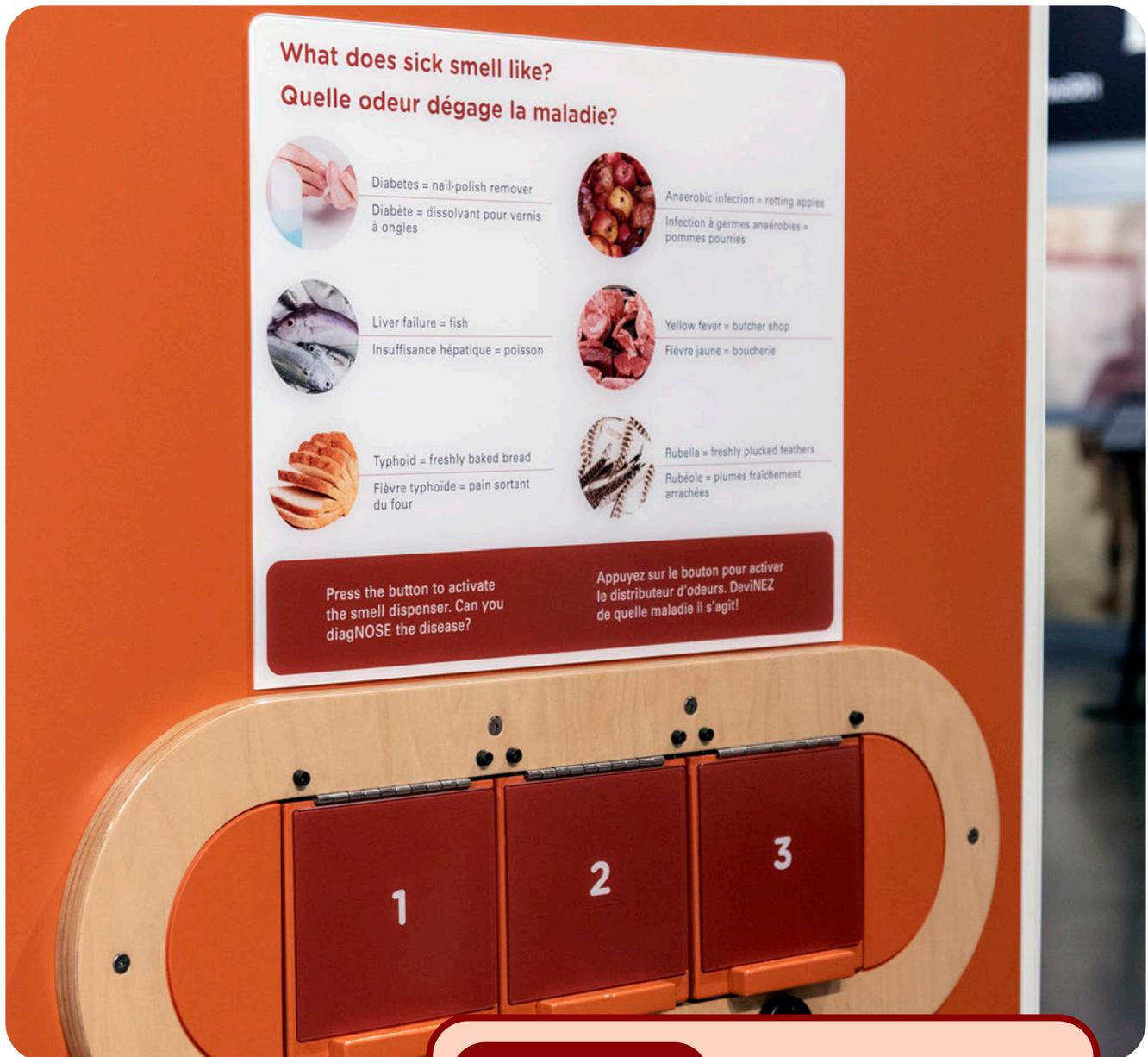
Heads Up!

In this activity, visitors hear the audio of their voice in a slight delay. This may upset some visitors.

E Medical Sensations

In *Medical Sensations* I can...

17 Discover the smells associated with various illnesses.



Heads Up!

This activity contains strong smells that some visitors may dislike.

E Medical Sensations

In *Medical Sensations* I can...

- 18 Reach into cubbies and try to guess the body parts by touch alone.



E Medical Sensations

In *Medical Sensations* I can...

- 19 Pretend to be a doctor and use various tools to diagnose a patient.



F Hidden Worlds

In *Hidden Worlds* I can...

20 Listen to Indigenous star stories.



F Hidden Worlds

In *Hidden Worlds* I can...

- 21 Explore a multimedia book to learn about ocean technologies.



F Hidden Worlds

In *Hidden Worlds* I can...

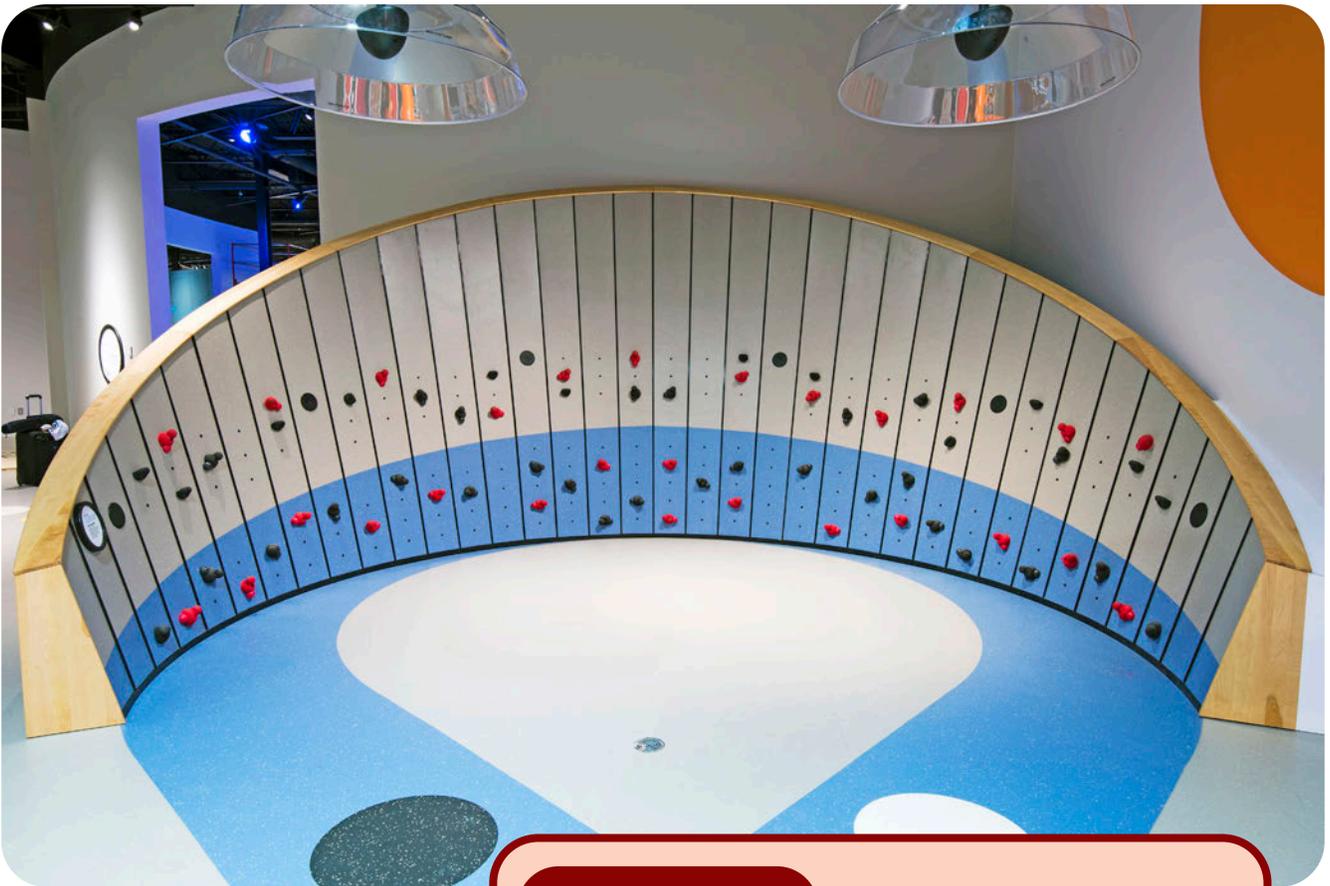
22 Reach inside an opening to feel various textures.



G ZOOM

In ZOOM I can...

23 Smell various aromas hidden in a climbing wall.



Heads Up!

This activity contains strong smells that some visitors may dislike.

G ZOOM

In ZOOM I can...

24 Play with scarves in a windy room.



G ZOOM

In ZOOM I can...

25 Pedal a bicycle to activate images and sounds.



H Wearable Tech

In *Wearable Tech* I can...

26 Try on various wearable technologies.



H Wearable Tech

In *Wearable Tech* I can...

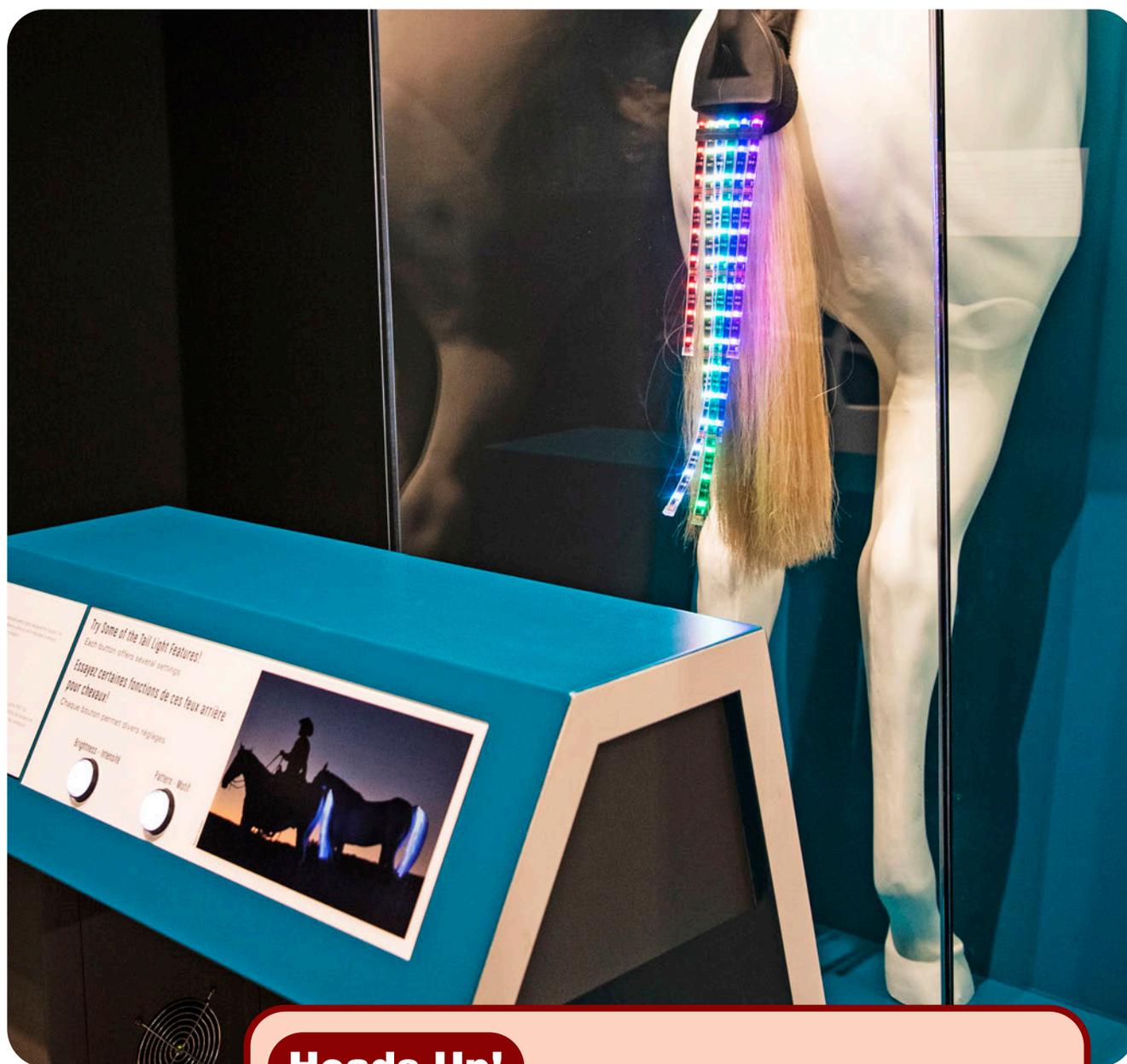
- 27 Listen to sounds captured by whale recording tags.



H Wearable Tech

In *Wearable Tech* I can...

- 28 Play with the intensity and colour of lights that horses wear to keep them safe.



Heads Up!

This display contains flashing light sequences.

I Technology in Our Lives

In *Technology in Our Lives* I can...

29 Construct a wall using building blocks.



I Technology in Our Lives

In *Technology in Our Lives* I can...

- 30 Visit the museum's tiny house – a home that's only 30 square metres big!



I Technology in Our Lives

In *Technology in Our Lives* I can...

- 31 Use magnetic blocks to create toy people – and make a whole family.



● Special Exhibitions Hall

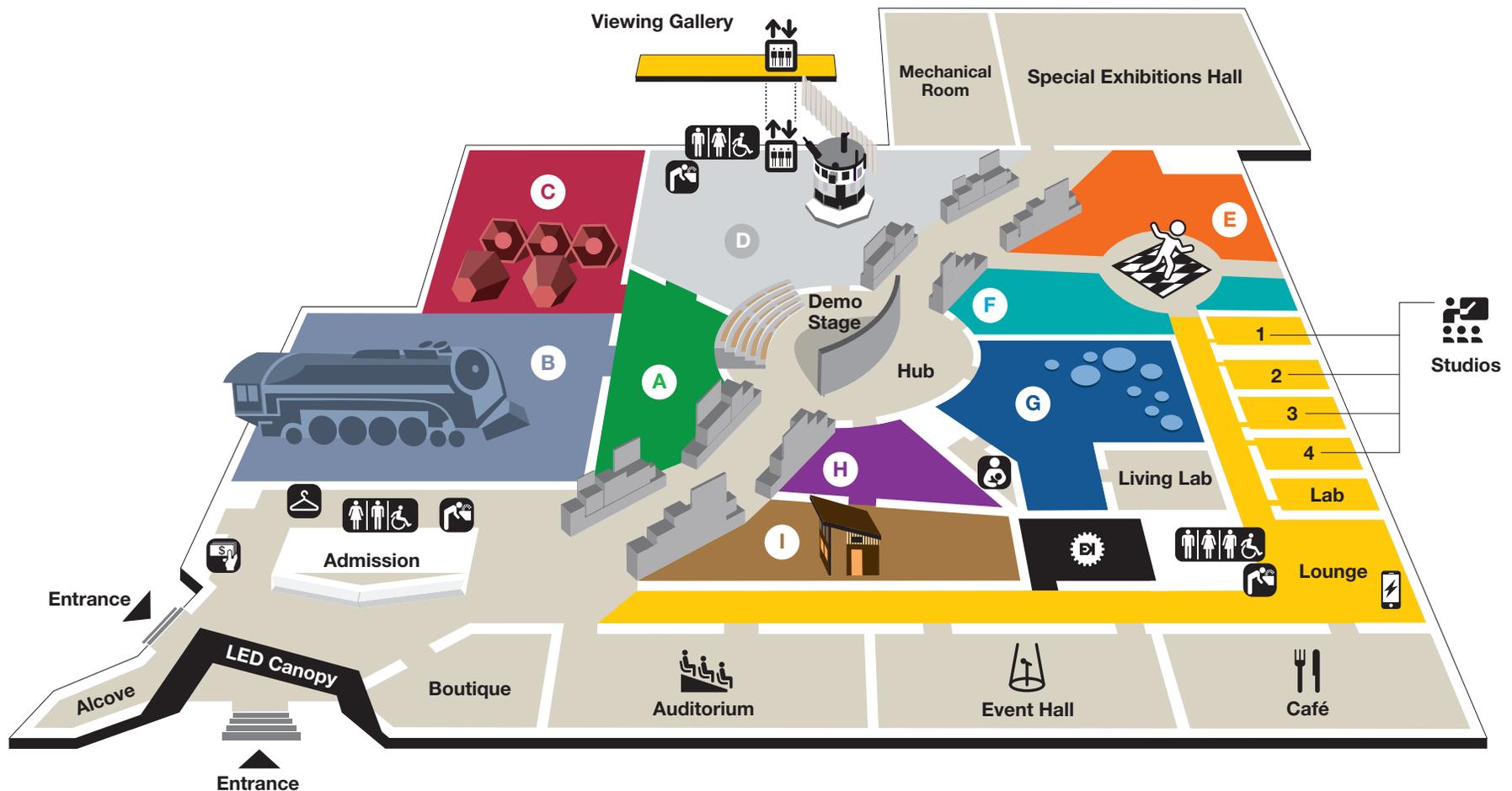
The exhibitions in this space change regularly. Please ask a staff member for information.



● Sensory Tips

Yellow spaces = Sensory breaks

Access to empty studios may be granted upon request, subject to availability.



Floor Plan



Artifact Alley

C **Sound by Design**

E **Medical Sensations**

H **Wearable Tech**

A **Into the Great Outdoors**

D **From Earth to Us**

F **Hidden Worlds**

I **Technology in Our Lives**

B **Steam: A World in Motion**

Crazy Kitchen +

G **ZOOM**

Exploratek

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