Guitar Gallery

A visual exhibit displaying various guitars with mellow lighting and low volume music.





0

Visuals Low-level, calm lighting



1

• Max dB = 69

Sound



Scent

Quiet exhibit No noticeable scent



0

2



0

Touch
No tactile
required



0

Proprioceptive No uneven or moving terrain



0





Fantasy:

Worlds of Myth and Magic

An interactive pass through exhibit featuring art, costumes, and design pieces. Large print guides available. Videos have captions.





Visuals Mellow lighting



1.5



- Rumbling noises
- Intermittent bird sounds
- Creaking sounds



0

Scent No noticeable scent



0

Touch
Screens
to interact
with, but
not required



0

Proprioceptive No uneven or moving terrain



0





Wild Blue Angel: Hendrix Abroad, 1966–1970

Features instruments, garments, photos, letters, lyrics, and other memorabilia.





Visuals Low-level, calm lighting



• Music when entering

Sound

Narration overlaps music



0

Scent No noticeable scent



0

Touch Nothing tactile



0

Proprioceptive

 No uneven or moving terrain

No seating



0

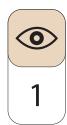




Infinite Worlds of Science Fiction

Features props, costumes, and details about science fiction films, art, and stories. Large print guides available. Videos have captions.





Visuals

- Room lighting has some flashing
- Mild flashing from screens



1.5

Sound

- Low bass space sounds
- Lots of talking
- Max dB = 71



0

Scent No noticeable scent



0

Touch Interactive buttons and tablets



• No uneven or moving terrain

Proprioceptive

- Limited seating
- Stairs to enter; and elevator also available



0



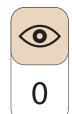




Science Fiction and Fantasy Hall of Fame

Very calming space. We recommend coming in here if you get overwhelmed in other spaces!





Visuals

- Calm and mellow lighting
- Light changes slowly



Sound

- Monitors softly play
- Nice and quiet



0

Scent No noticeable scent



0

Touch
Can interact
with features
like the lit
table, but it
is not required



0

Proprioceptive

- No uneven or moving terrain
- Places to sit& watch video



0







Sound Lab

This exhibit allows you to play different instruments. There can be a wait for the music rooms (Jam Studios),





1

Visuals Bright lighting



3.5



- Loud in center area
- Soundproof in the music rooms



0

Scent No noticeable scent



2

Touch Instruments are tactile



0

Proprioceptive Some places to sit



0





Nirvana

This is a visual exhibit with photographs, images, and other memorabilia from the band.





0

Visuals Lighting is mild





Sound Loud video

• Max dB = 62



0

Scent No noticeable scent



0

Touch Nothing tactile



0

Proprioceptive

 No uneven or moving terrain

 A smaller exhibit; can feel crowded



0





Sky Church

The experience depends on the type of event. During museum hours, often music videos or museum content is playing.



4

Visuals Lighting can flash, shine in eyes, and strobe



5

Sound

Loud in most areas

 Quietest place is against the wall next to steel towers, or by exit to the exhibits



0

Scent No noticeable scent



3

Touch
Crowding is
likely during
events/shows
and on busy
days such as
weekends &
summertime



0

Proprioceptive

• No uneven or moving terrain

 Limited seating may be available, depending on the occasion



0



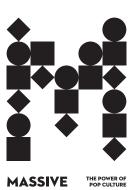




Massive:

The Power of Pop Culture

This exhibition explores the impact of global pop culture on our daily lives. The gallery exits into another exhibit, MoPOP's Guest Curator Program.





Visuals

Some flashing from a screen when you first enter gallery



• Complex noise/ sound overlap

• First room is the loudest

Sound



0

Scent No noticeable scent



0

Touch
You can interact
with displays,
but it is not
required



3.5

Proprioceptive

 Narrow at times which leads to crowding

• Some benches for resting



0





IGR: Indie Game Revolution

This is a busy exhibition with a ton of different indie video games all in one space, with people talking excitedly while





Visuals

- Room lighting is mild
- Some flashing from screens
- Screens are bright



3.5

Sound

- Lots of competing sounds overlapping
- Video game sounds
- Lots of people talking



0

Scent

No noticeable scent



1

Touch

- Have to touch items to play the games
- Various kinds of controllers available



0

Proprioceptive

- No uneven or moving terrain
- A lot of seating is available



0





