

# Sensory Maps

- Noise
- Light
- Crowds

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# Noise

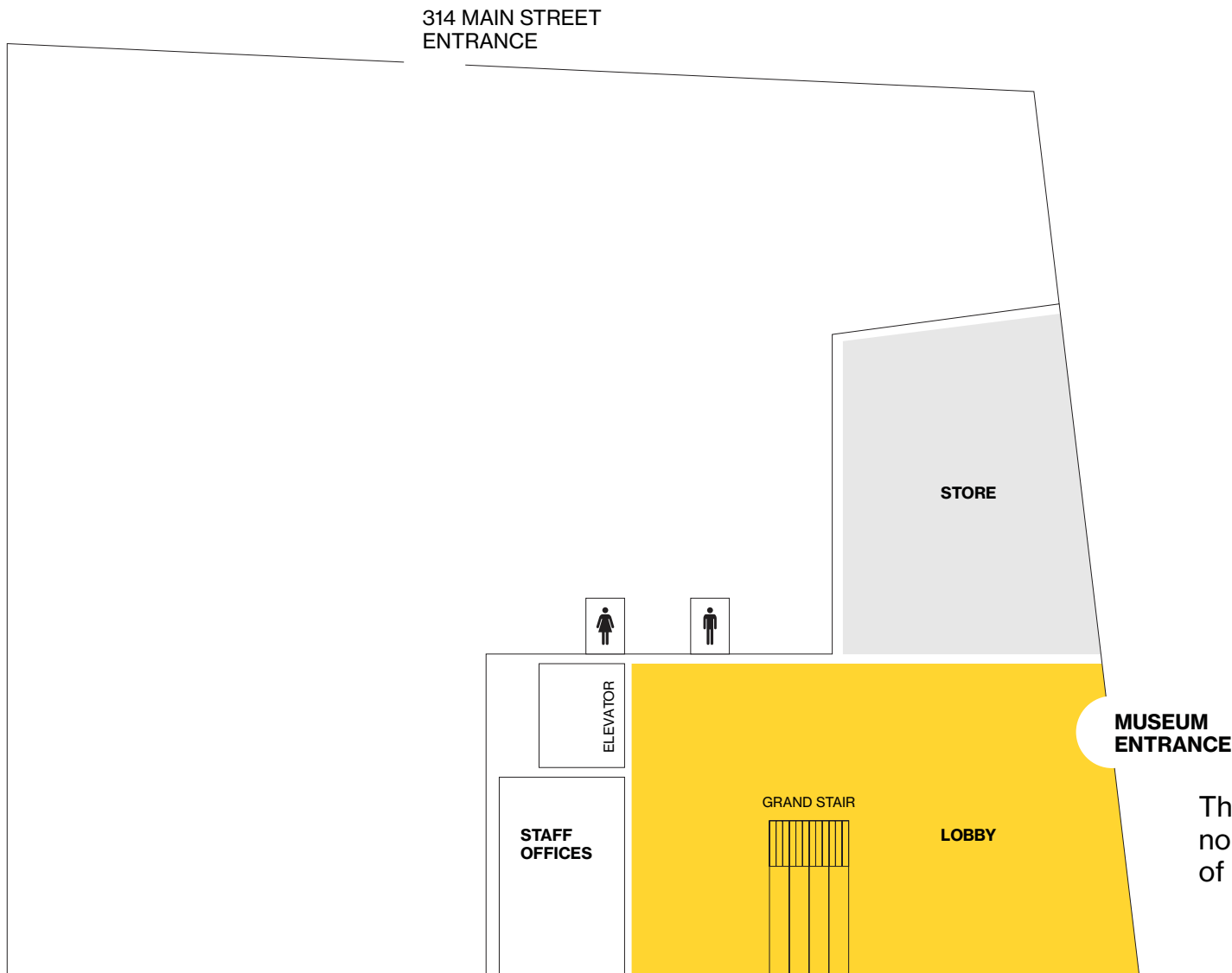
Sensory Map

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# First Floor Noise

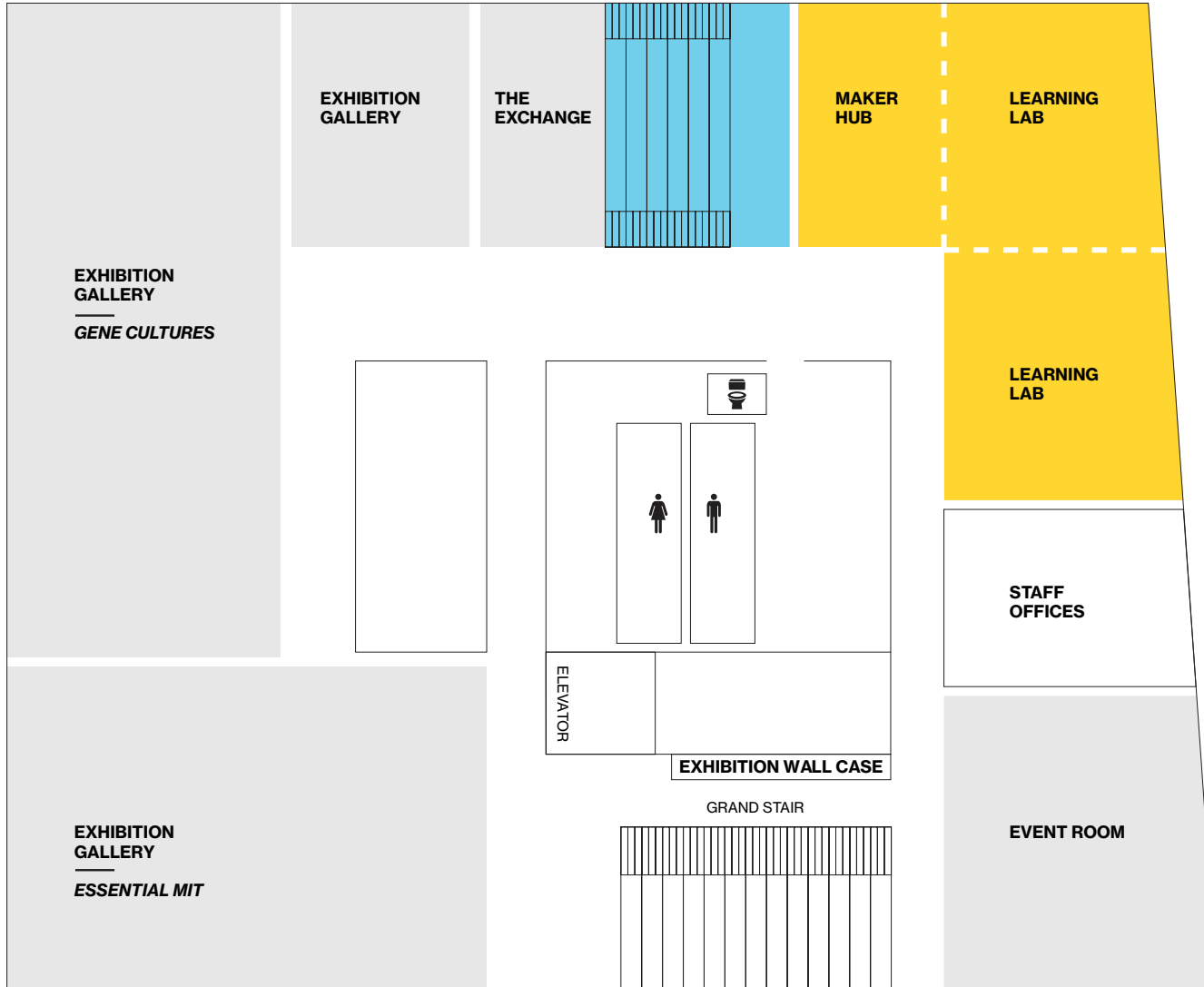
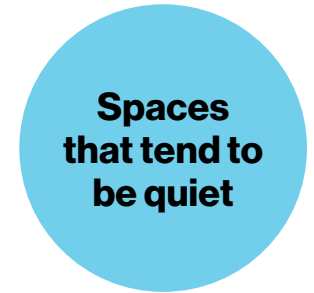
**Spaces  
that can  
be loud**

**Spaces  
that tend to  
be quiet**



# Second Floor Noise

Quiet Space: This space under the Exchange stairs and in front of the Maker Hub can be used as a quiet space as needed.

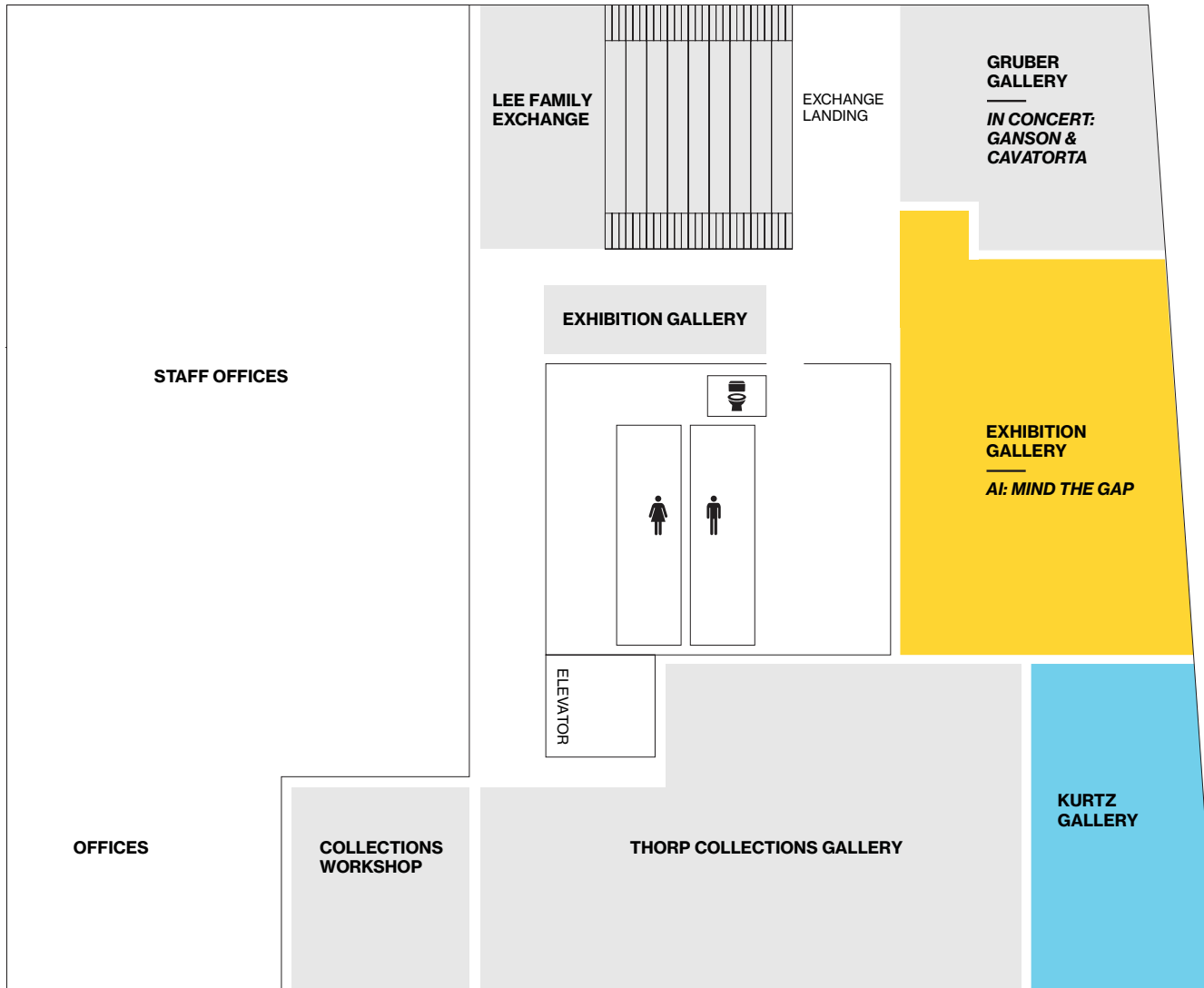


The Maker Hub and Learning Labs may be loud only when a program is in progress.

# Third Floor Noise

**Spaces  
that can  
be loud**

**Spaces  
that tend to  
be quiet**



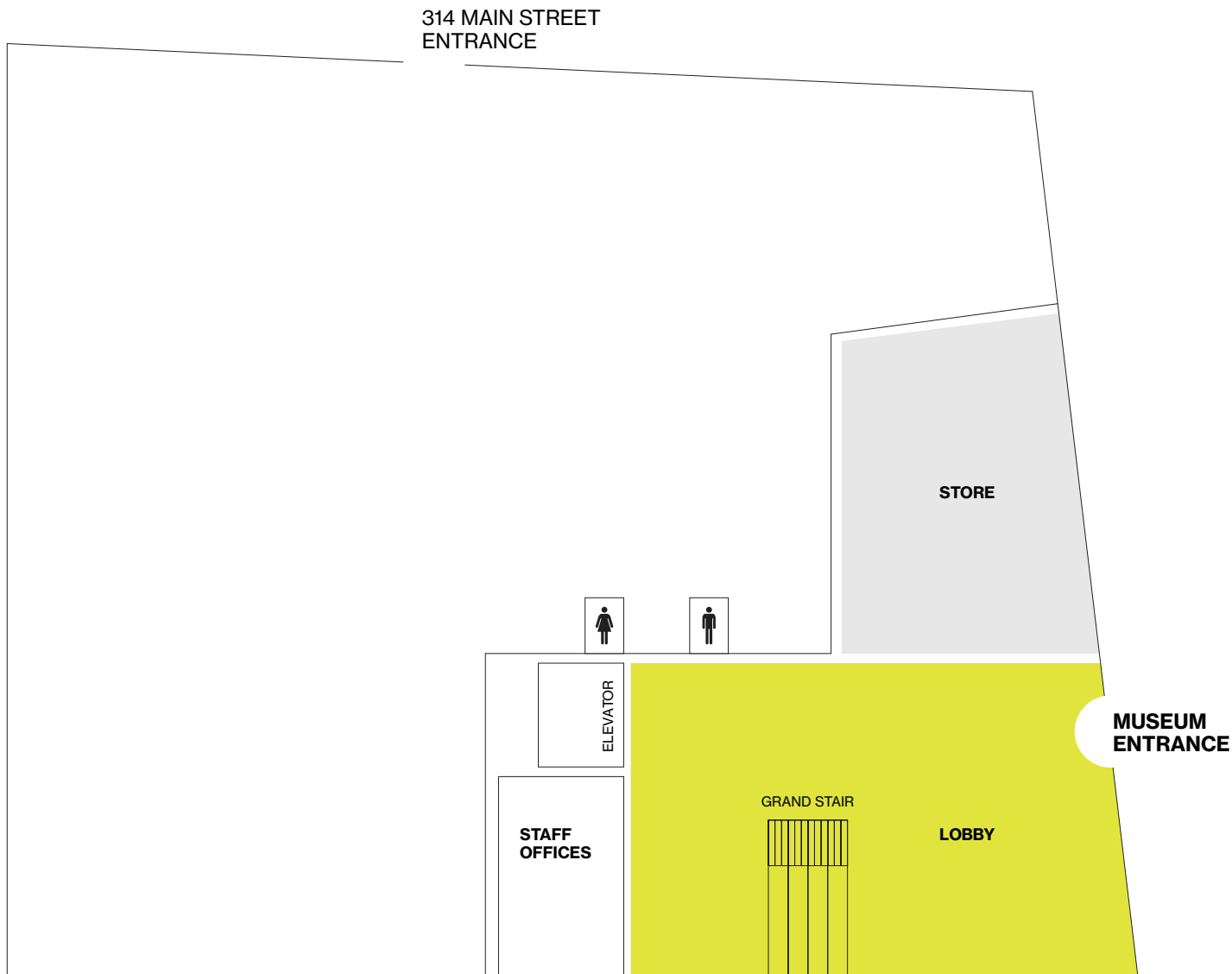
This exhibition is not very noisy, however it has some sound elements that can be heard throughout.

# Light

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# First Floor Light



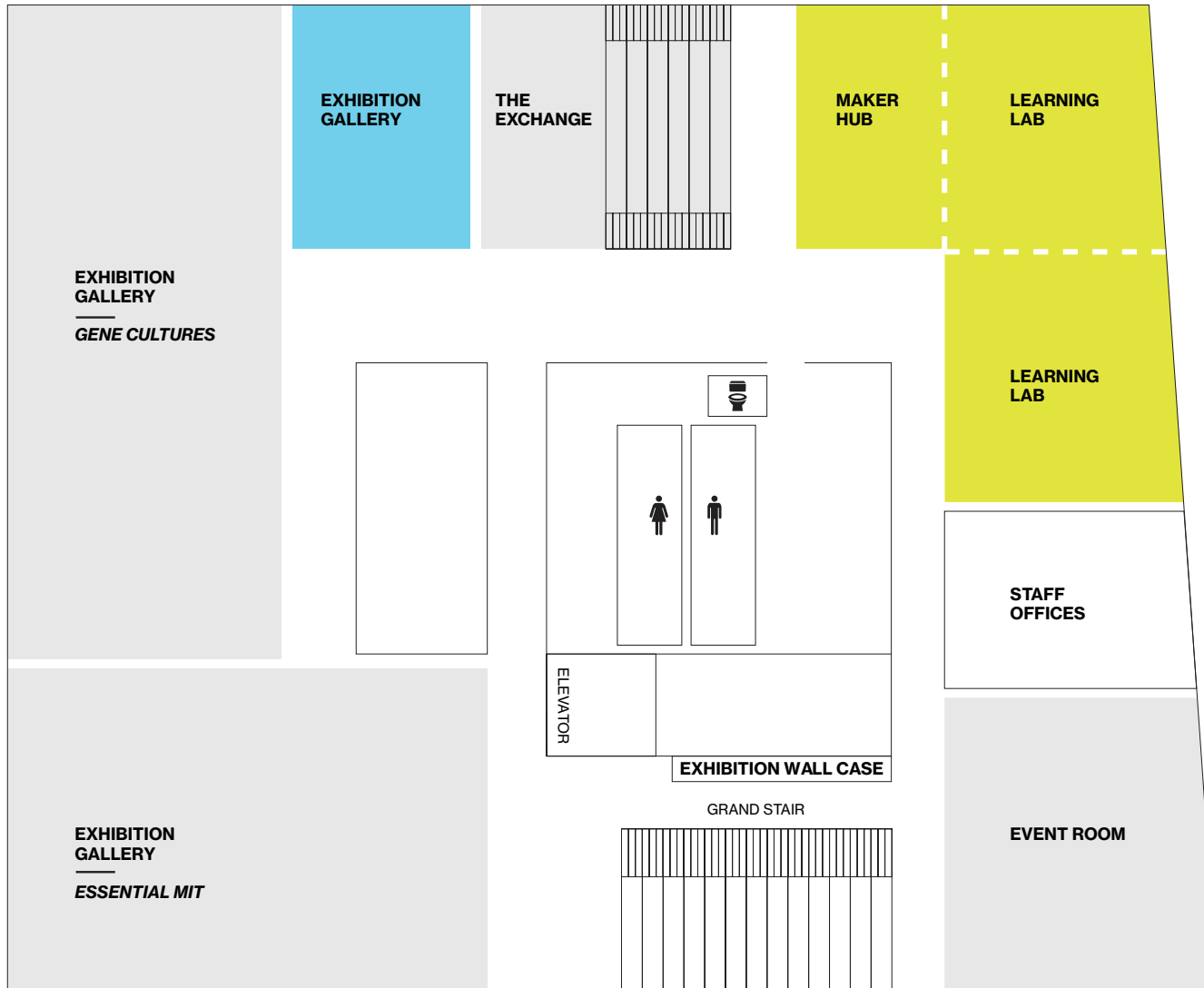
**Lighter  
spaces  
with a lot of  
natural  
light**

**Spaces  
that are  
darker**

# Second Floor Light

**Lighter spaces with a lot of natural light**

**Spaces that are darker**



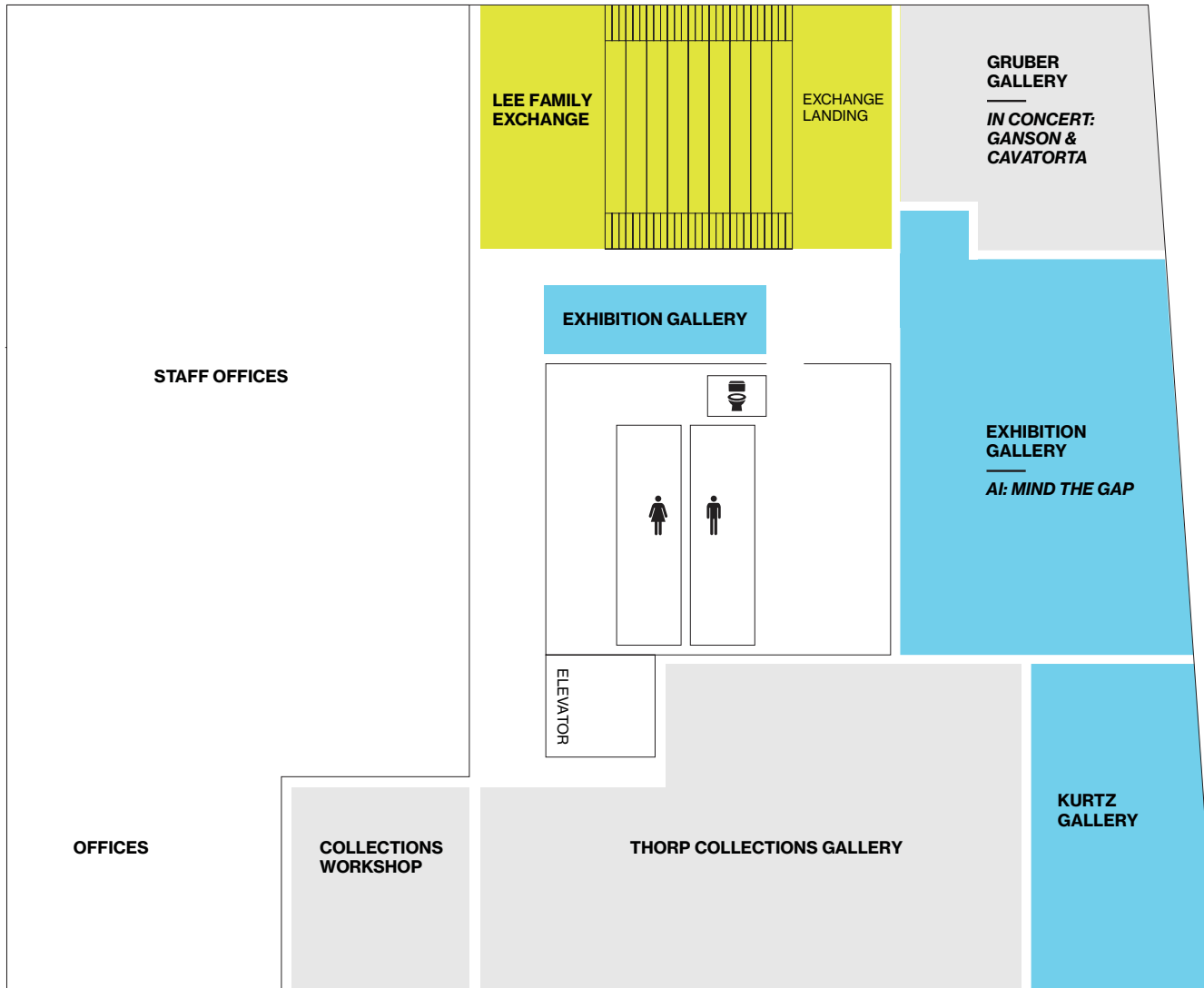
The Maker Hub and Learning Labs may not be open if a program is not in progress.



# Third Floor Light

Lighter spaces with a lot of natural light

Spaces that are darker



# Crowds

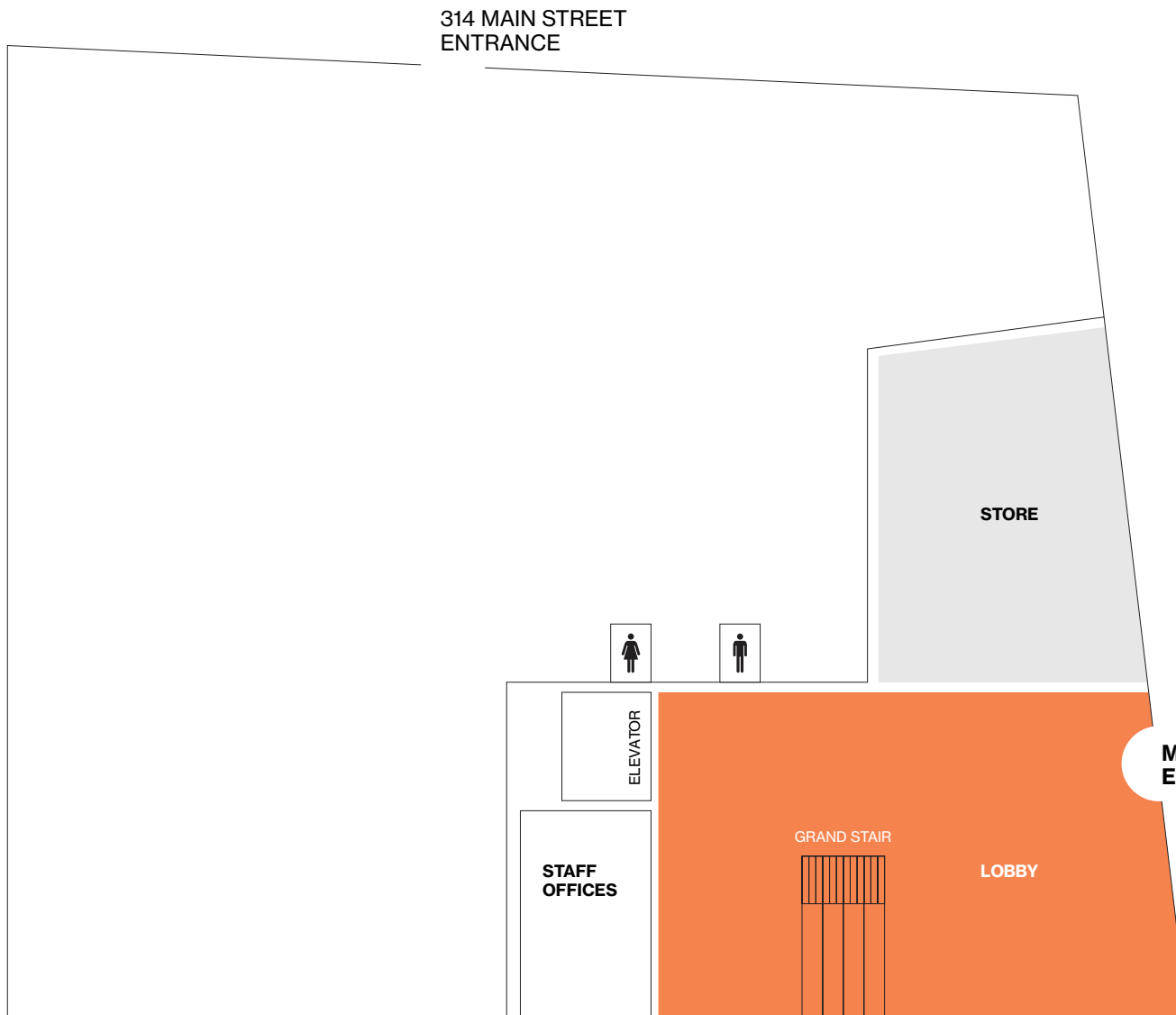
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# First Floor Crowds

Spaces that may feel more crowded or dense

Spaces that may feel more open



**MUSEUM  
ENTRANCE**

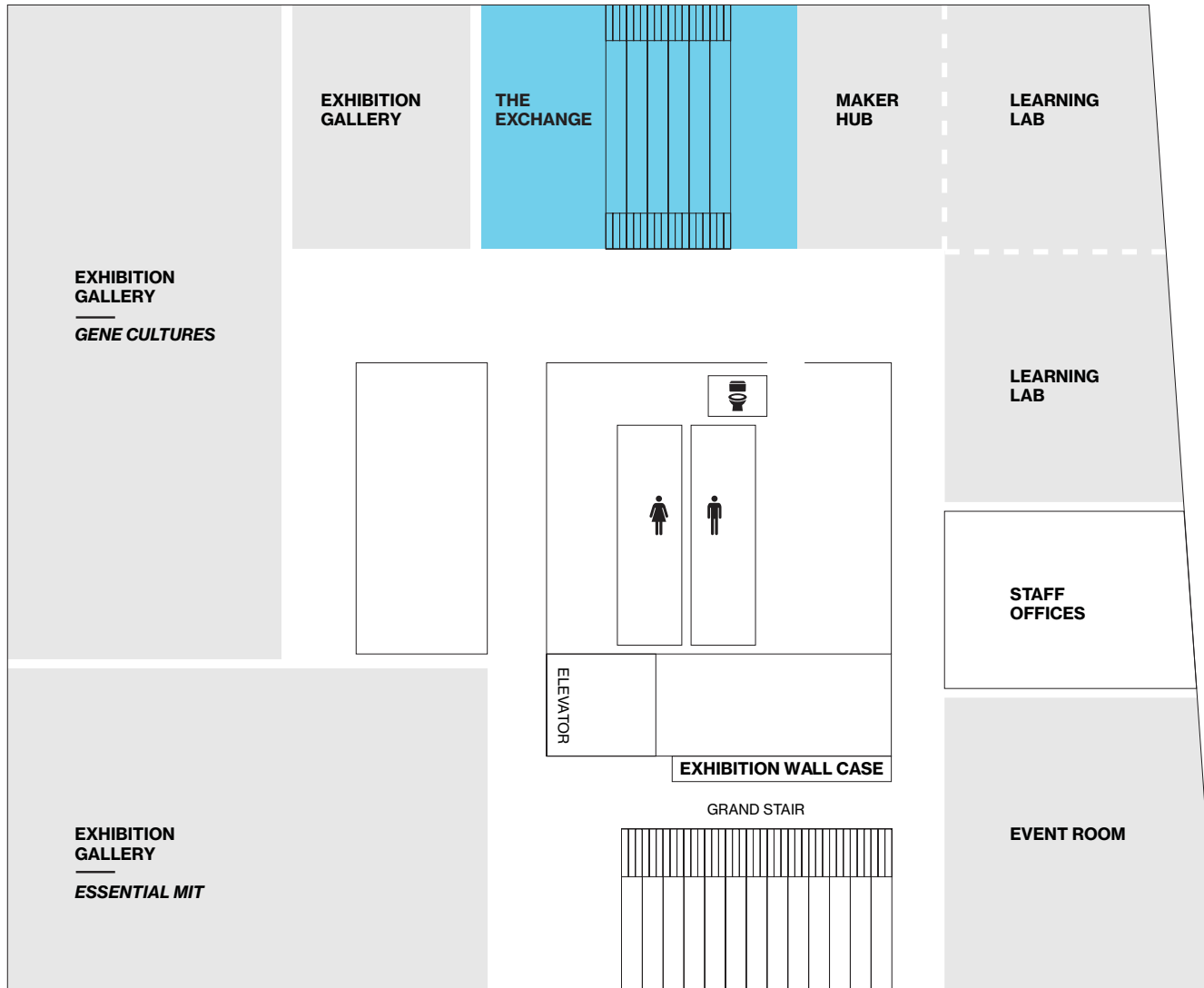
The Lobby may be crowded if large groups of people are arriving.

# Second Floor Crowds

Quiet Space: This space under the Exchange stairs and in front of the Maker Hub can be used as a calm space as needed.

Spaces that may feel more crowded or dense

Spaces that may feel more open



# Third Floor Crowds

Spaces that may feel more crowded or dense

Spaces that may feel more open

