

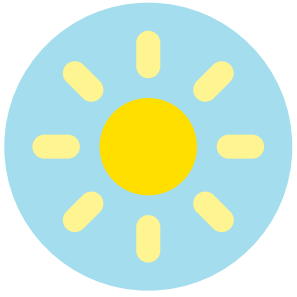
# The Tech Interactive Sensory Guide



The Tech Interactive



Many exhibits at The Tech Interactive use touchscreens to interact with, like a tablet or phone. The ones in this chart have either a different way to interact, or have unique sensory features.



**Bright**



**Dark**



**Loud**



**Quiet**



**Crowded**



**Strong  
Smells**



**Interactive**



Understanding the symbols used.

# Ground Level



## Ticket Counter



- Can be noisy, can hear people downstairs
- Can buy tickets in advance, or from a touch screen kiosk in the lobby
- Strong popcorn smells from IMAX theater



## The Tech Store



- Can be busy



## IMAX Theater



- Some movie sound effects can be loud
- Popcorn smell upon entering



## The Tech Cafe



- Can be busy
- Outdoor seating available if weather permits
- Cooking food smells

# Lower Level Exhibits



## The Tech Studio



- Can be loud if busy
- Fluorescent overhead lighting
- The Tech Studio has large pieces to build a device to do a task



## Cyber Detectives



- Can hear the heating and cooling overhead noise
- Floor reflects overhead lights
- Tech Tags needed to use some exhibits (your admission ticket or membership card barcode)



## Wet Brush

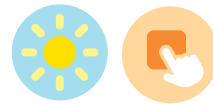


- Using a stylus pen on a touch screen, users can create 3D paintings

# Lower Level Exhibits: Solve for Earth



## Connections Wall



- Bright light on the wall
- Move hand close to wall or knobs to create movement and sound changes



## Sustainable Cities



- Using a touchscreen, make different things occur to the city located on the table
- Other participants can be around the table interacting with different cities at the same time



## Food Waste Fridge



- Move magnets on a fridge, or inside move fake foods that will prompt facts about food storage



## Community Voices



- Move a puck on a map to hear voices of community members.

# Lower Level Exhibits: Space Exploration



## View from Space



- Very dark area, can be difficult to see
- While this area is quiet you can hear the noise from the Jet Pack Chair nearby



## Jet Pack Chair



- Noise cancelling headphones available if needed
- Transfer to a chair, use a joystick to move the chair and to hit targets

# Lower Level Exhibits



## Heart Sync Table



- Put finger on a sensor to see how breathing changes heart rate
- Can try to sync heart rate with other players



## Body Moves



- Use whole body to match poses, balance, and make butterflies move
- Tech Tag needed



## Reactable



- Can be loud if there are several players
- Tiles interact with each other and with table to make different sounds to create music



## Social Robots



- Can be loud if space is busy
- Create and program robots using blocks
- **Seizure warning** due to lights on some blocks



# Lower Level Seating Areas



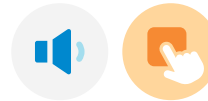
## Main Atrium



- Comfortable couches and benches
- Interactive magnet wall with tubes and balls



## Inside Solve for Earth



- Comfortable couches, quieter area
- Interactive story bags and books the on wall



## Next to The Tech Studio



- Comfortable couches, fluorescent lights
- Louder and brighter area



## Gold Tube



- Quiet, dark, benches in semi-circle inside
- Darker semi-enclosed space, voices echo

# Upper Level Exhibits



## Body Worlds Decoded



- IRIS handheld Augmented Reality (AR) display available for check out
- Plastinated real human bodies and body parts on display. Children under 12 must be supervised



## Animaker



- Can hear rollercoaster noises from exhibit nearby
- Create block animals, help the software recognize it, then bring it to life in the display on the wall



## Wave Atlas



- Can hear rollercoaster noises from exhibit nearby
- Use hand gestures or hand held controller (HTC Vive) to create, release and move sea creatures on a video display on a wall

# Upper Level Exhibits



## The Innovator



- Roller coaster sounds can be loud
- Design a roller coaster, then get in an open-air simulator to ride it virtually



## Making the Cut



- Different challenges are available using blocks, to simulate designing with constraints



## Bio Tinkering Lab



- Sunlight comes in through a window
- Facilitated experiences available to create with real lab tools check the schedule for current offerings
- Some of the experiences can be very tactile and may be sensory averse for some, ie, creating algae strings. May need to wait if the room is full



## Bio Basics



- **Seizure warning** due to strobe light effects used in exhibit

# Upper Level Exhibits



## Living Colors Lab



- Use real lab gear to create multi-color bacteria
- Participants must wear gloves and protective glasses
- The activity can take up to 15 minutes to complete



## Bio Futures



- Tech Tags needed to use exhibit (your admission ticket or membership card barcode)

# Upper Level Seating Areas



## Outside Balcony



- Entrance located in Body World exhibit
- Covered balcony with a view of Market Street and the park