

IMMERSIVE ART FEST



On October 11, I am going to a special event at The Bushnell. It is called the Immersive Art Fest.

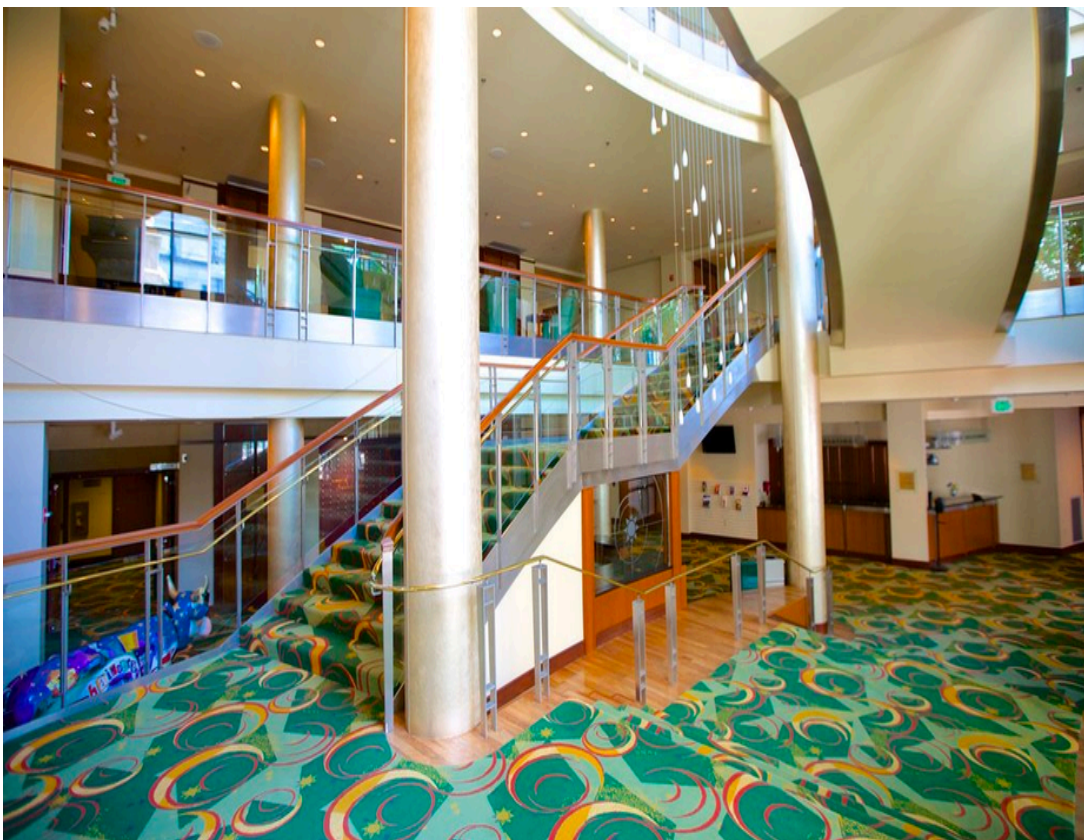


IMMERSIVE ART FEST

The Immersive Art Fest is different from a regular show.

At a regular show, I sit in one seat and watch the stage the whole time.

At the Immersive Art Fest, I can walk around and visit lots of different rooms.



IMMERSIVE ART FEST

I do not have to see everything.
I can pick the parts I like best. That
is okay.



IMMERSIVE ART FEST

When I get to The Bushnell, I do not need a ticket to go in. A helper will say hello. Helpers are called volunteers.



If I have a question, or I don't know where to go, I can ask a volunteer.

IMMERSIVE ART FEST

Outside, there is a big dome. It is called the Astranova Dome.



Inside the dome, I can watch a space movie. It might be dark inside.



If I don't want to go in, I don't have to. I can look at it from outside instead.

IMMERSIVE ART FEST

Inside The Bushnell, there are many rooms to explore.

In one room, I can draw on an iPad and it will show up on the wall. It is called the Graffiti Wall. It does not have loud sound.



In another room, I can add a sticker to a big picture of the solar system.



IMMERSIVE ART FEST

I might see a person dressed as an astronaut walking around and saying hi to people.

The astronaut is a person wearing a costume.



I can wave to the astronaut, or I can just watch from far away. Both are okay.

IMMERSIVE ART FEST

In the Great Hall, there will be music, drumming, and dancing.



The music might be loud.
I can watch, or I can cover my ears, or I
can visit a quieter room instead.

IMMERSIVE ART FEST

There is a quiet room called the Horace Bushnell Suite.



It has soft seats and fidgets. It is calm and quiet there. If I need a break, I can go there any time.

IMMERSIVE ART FEST

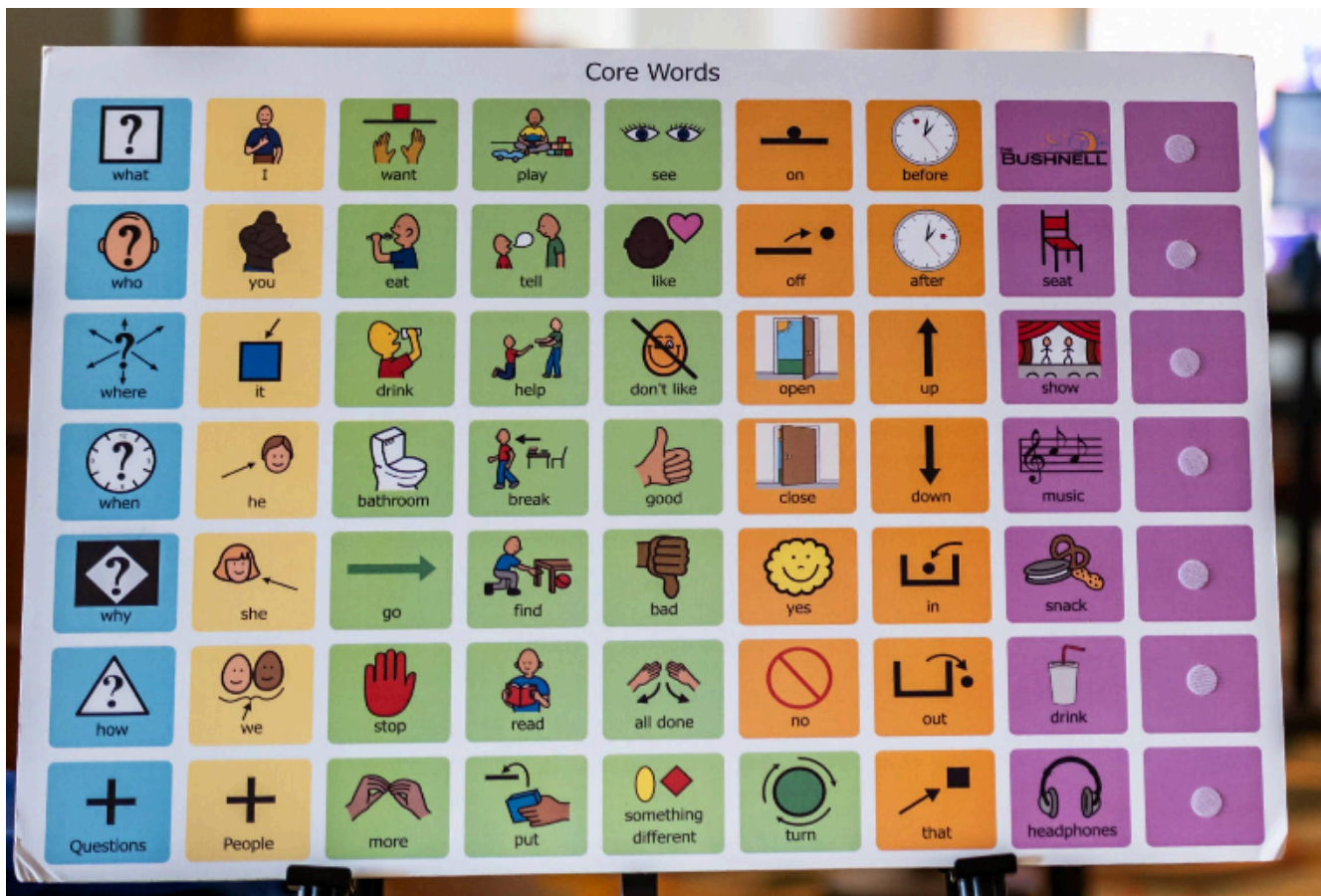
I can ask a volunteer to help me find the quiet room whenever I need it.



I don't have to wait until I feel upset.
I can visit any time I want.

IMMERSIVE ART FEST

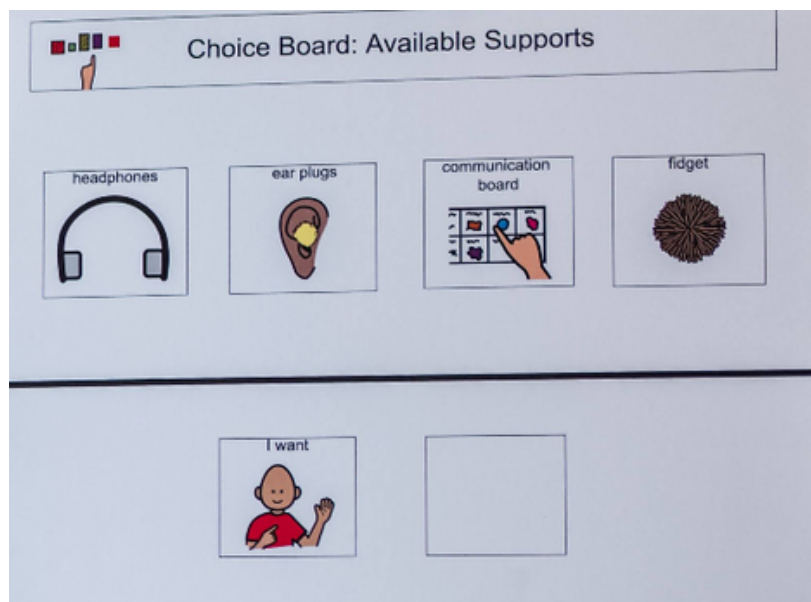
I might feel excited. I might feel a little nervous too. Both feelings are okay at the Immersive Arts Fest.



I get to choose what I do.
I can take a break whenever I need one.

IMMERSIVE ART FEST

I can explore the Immersive Art Fest my own way.



IMMERSIVE ARTS FESTIVAL – SENSORY MAP

LEVEL 1 – ARRIVAL & MAIN LEVEL

Sensory information uses symbols + words, not color.

ELEVATOR

Access to each floor
Restrooms on each floor

BISCOTTI

No sound noted
Screen glow only
Good lower-stimulation
stop

QUIET - SCREEN

COMMUNITY RESOURCE AREA

Low sound
Standard lighting
Community art
table
Resource table

QUIET

BELDING LOBBY – 1ST FLOOR

Moderate activity
Decorative lighting
Costumed actors
Roaming astronaut mascot

LIGHT - PERFORMER

PROMENADE GALLERY

Low-moderate sound
Bright interactive light wall
Motion-activated video wall
Crowd may gather

MOTION - LIGHT

GRAND FOYER

Moderate activity
Screens + face
painting
Graffiti wall
Possible lines

SCREEN - CROWD

COURTYARD

Outdoor ambient sound
Food trucks + prize
wheel
Astranova Dome
nearby: enclosed / dark
immersive projection
space

OUTDOOR - DARK

BOX OFFICE

Entrance music
Photo spot
uplighting
Entry crowding
likely

CROWD - LIGHT

ICON / WORD LEGEND

SOUND – loud/amplified | LIGHT – bright/moving | FLASH – flashing | CROWD – crowds/lines

PERFORMER – nearby performer | SCREEN – screens/video | MOTION – interactive | DARK – dark/enclosed

OUTDOOR – outside | QUIET – lower sound | SEAT – seating/break | Q – sensory-friendly | ELEVATOR – access

IMMERSIVE ARTS FESTIVAL – SENSORY MAP

LEVEL 2 – GREAT HALL & BELDING LEVEL 2

Sensory information uses symbols + words, not color.

ELEVATOR

Access to each floor
Restrooms on each floor

BELDING LOBBY – 2ND FLOOR

Low sound
Standard lighting
Calmer seated activity
Possible secondary lower-stimulation stop

QUIET - SEAT

AUTORINO GREAT HALL

Loud during performances
Drumming may be especially loud
Stage lighting
Crowds and seating
Large performance area

SOUND - LIGHT - CROWD - SEAT

Lower-stimulation does not mean sensory-free; conditions may change during a live festival.

ICON / WORD LEGEND

SOUND – loud/amplified | LIGHT – bright/moving | FLASH – flashing | CROWD – crowds/lines

PERFORMER – nearby performer | SCREEN – screens/video | MOTION – interactive | DARK – dark/enclosed

OUTDOOR – outside | QUIET – lower sound | SEAT – seating/break | Q – sensory-friendly | ELEVATOR – access

IMMERSIVE ARTS FESTIVAL – SENSORY MAP

LEVEL 3 – SEAVERNS, QUIET SPACE & BELDING LEVEL 3

Sensory information uses symbols + words, not color.

ELEVATOR

Access to each floor
Restrooms on each floor

SEAVERNS ROOM

HIGHEST-INTENSITY ROOM
ON THIS MAP

Loud: live DJ + dancer
performance
Projectors; likely moving /
flashing light
Live performer in close
proximity

**SOUND - FLASH -
PERFORMER**

BELDING LOBBY – 3RD FLOOR

Moderate activity
TV screens
Live sound effects
Makeup demo may be visually
intense

SCREEN - SOUND - LIGHT

HORACE BUSHNELL SUITE

DESIGNATED SENSORY-
FRIENDLY / QUIET SPACE

Low sound + low light
Fidgets + resources
Particle Table
Primary retreat point

QUIET - DARK - SEAT

ICON / WORD LEGEND

SOUND – loud/amplified | LIGHT – bright/moving | FLASH – flashing | CROWD – crowds/lines

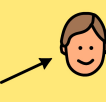
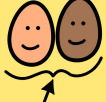
PERFORMER – nearby performer | SCREEN – screens/video | MOTION – interactive | DARK – dark/enclosed

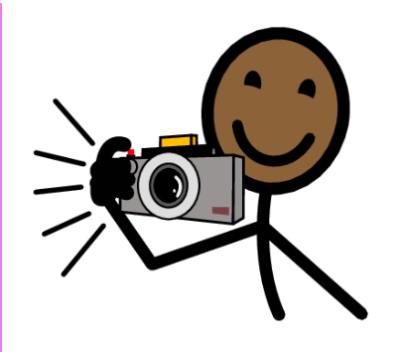
OUTDOOR – outside | QUIET – lower sound | SEAT – seating/break | Q – sensory-friendly | ELEVATOR – access

Time	Great Hall
12:00	Break
12:15	Digital Stage: Behind the Scenes
12:30	Drumming Performance
12:45	Drumming Workshop
1:00	Break
1:15	Ballet Folklorico Performance
1:30	Ballet Folklorico Workshop
1:45	Break
2:00	L'Shir A Cappella! Performance
2:15	Break
2:30	United Outcasts Performance
2:45	United Outcasts Workshop
3:00	Break
3:15	Digital Stage: Behind the Scenes
3:30	Digital Stage Artist Talk
3:45	Digital Stage: Behind the Scenes

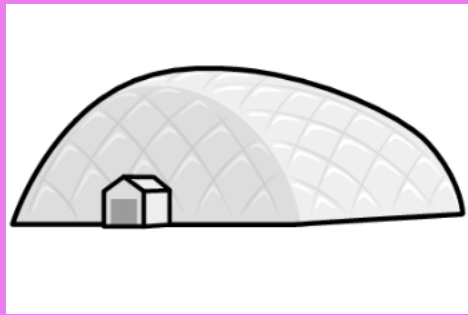
Time	Seaverns
12:00-12:45	Aurora Piano Performance
12:45-1:00	United Outcasts Performance
1:00-1:45	Open Space to Explore
1:45-2:00	United Outcasts Performance
2:00-4:00	Aurora Piano Performance

Info: performances are short (15 min) with a break before and after most of them, which is a predictable, expected pause a patron can plan around.

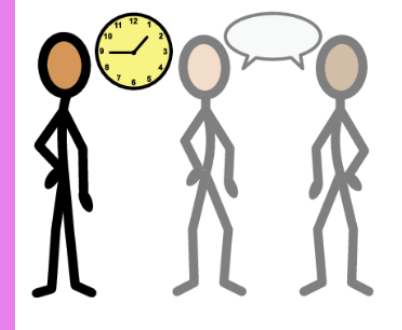
 what	 I	 want	 play	 see	 on	 before		
 who	 you	 eat	 tell	 like	 off	 after	 seat	
 where	 it	 drink	 help	 don't like	 open	 up	 show	
 when	 he	 bathroom	 break	 good	 close	 down	 music	
 why	 she	 go	 find	 bad	 yes	 in	 snack	
 how	 we	 stop	 read	 all done	 no	 out	 drink	
 Questions	 People	 more	 put	 something different	 turn	 that	 headphones	



picture



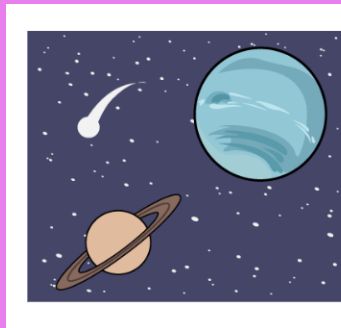
dome



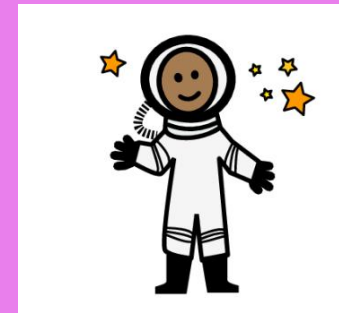
wait



Immersive Arts
Fest



space



Astronaut



art

Belding Lobby – 2nd Floor



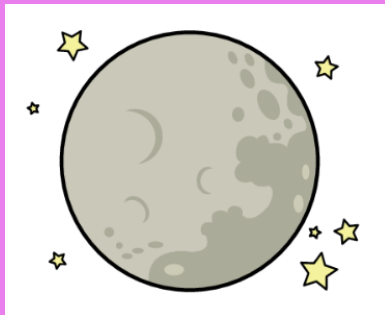
craft



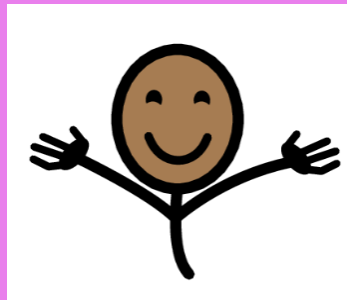
stickers



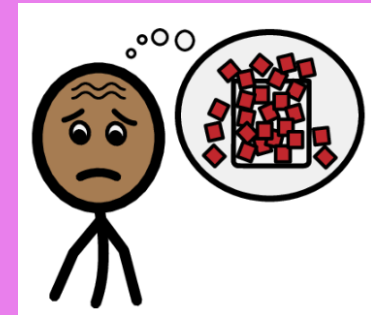
coffee



moon

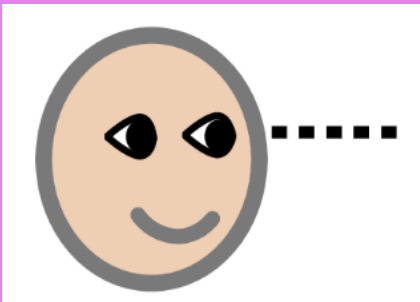


excited



too much

Great Hall



watch



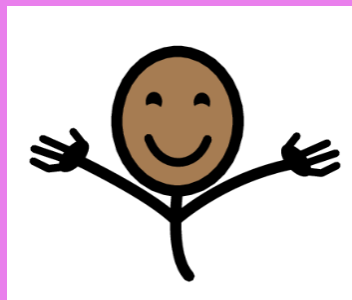
drum



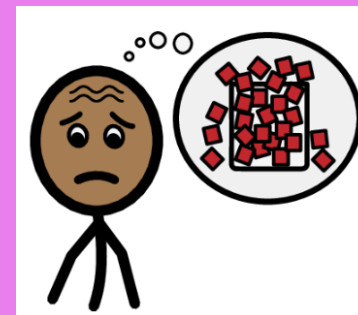
dance



clap



excited



too much

Belding Lobby – 3rd Floor



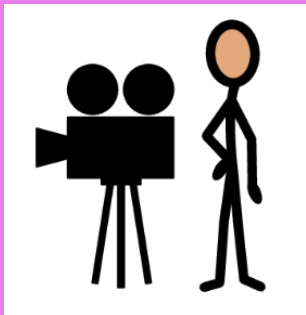
movie



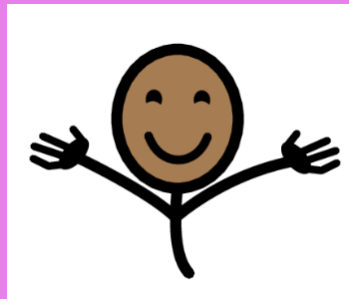
costumes



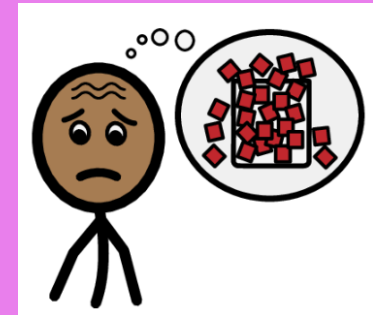
makeup



camera



excited

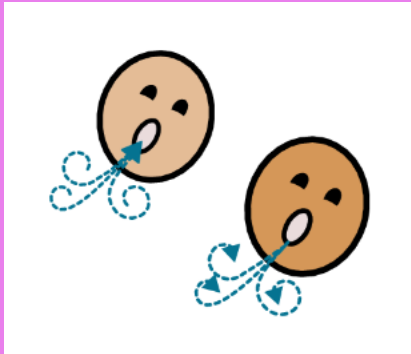


too much

Horace Bushnell Suite – Quiet Space



fidget



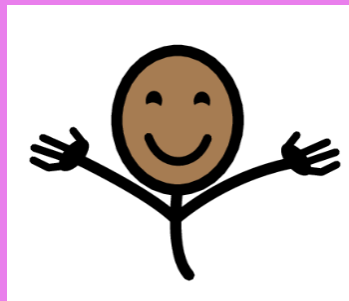
breathe



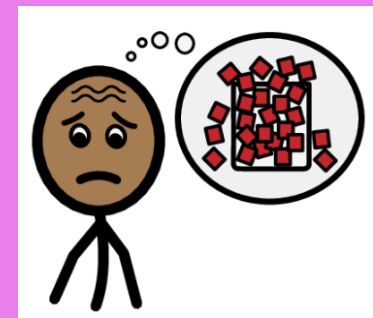
rest



all done



excited

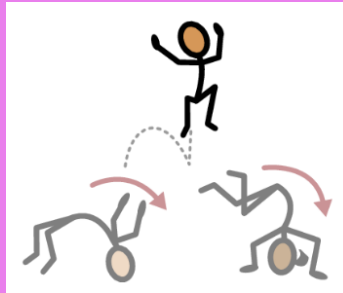


too much

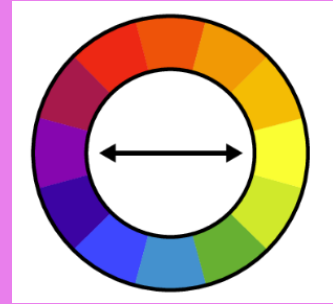
Promenade Gallery



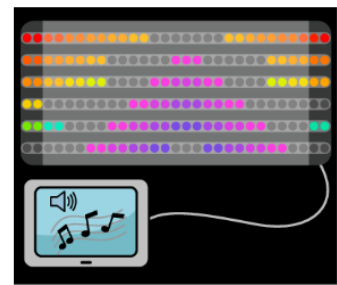
shadow



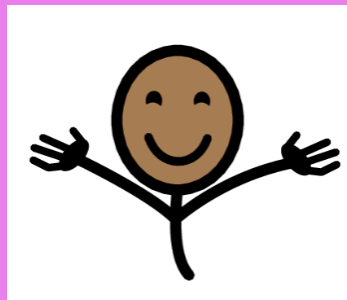
move



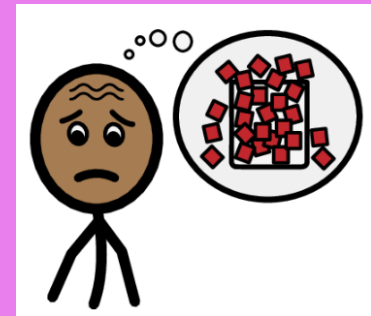
colors



lights

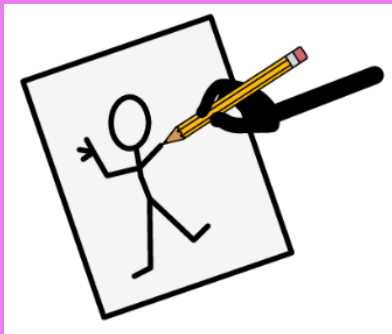


excited

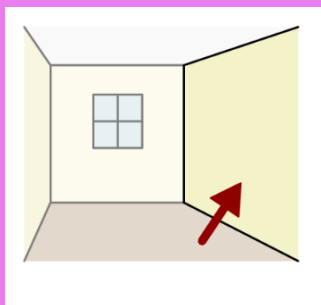


too much

Foyer



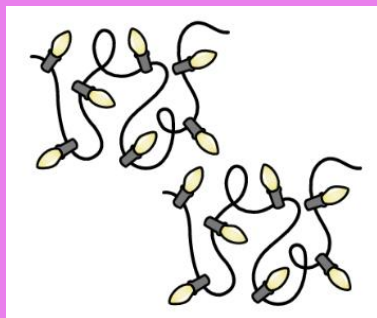
draw



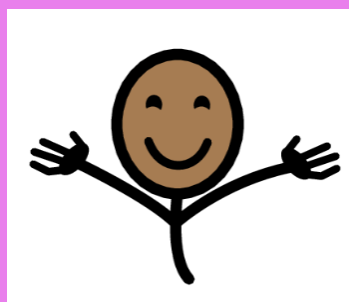
wall



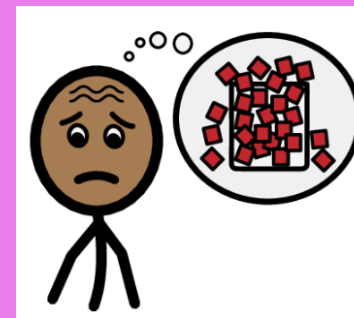
paint



lights



excited



too much

Seaverns



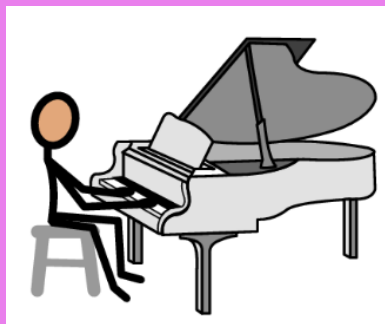
dance



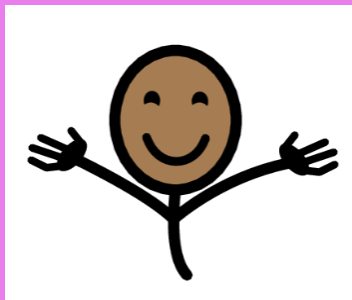
music



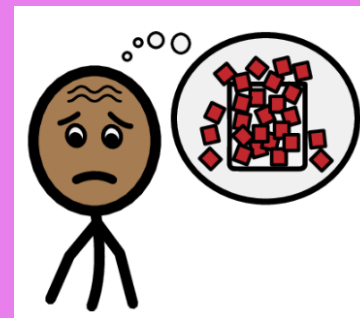
clap



piano



excited



too much