



**DA VINCI  
SCIENCE  
CENTER®  
AT PPL PAVILION**

# Sensory Map

Use this map to help you determine which galleries and exhibits in the Science Center are best for you to visit, and which may make you uncomfortable.

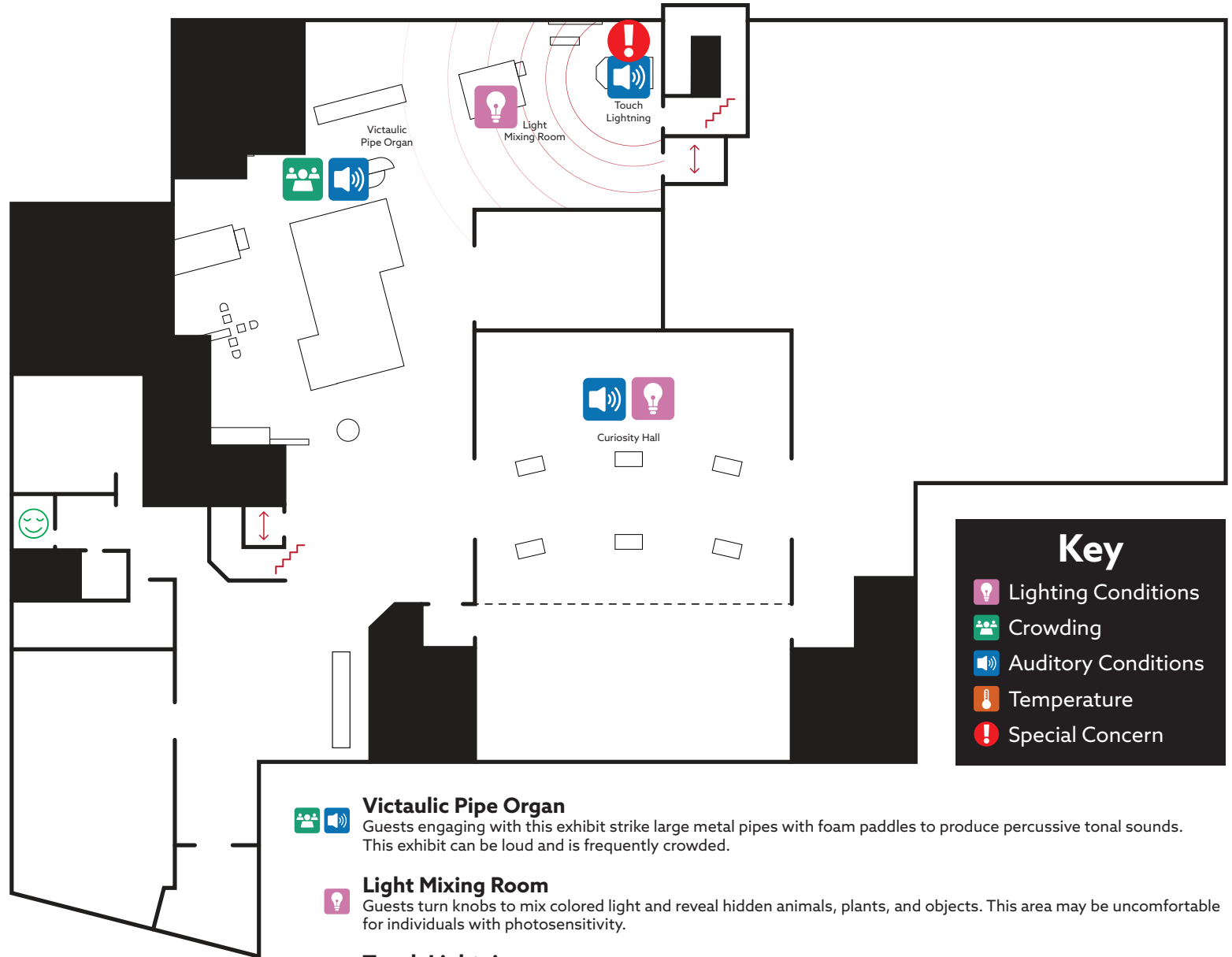
A **Haven** 😊 quiet room is available near the first floor bathrooms for individuals that are experiencing sensory overload. This room is also available for individuals who are chest feeding.

**Please note:** The sensory evaluations on this map reflect an average day at Da Vinci Science Center at PPL Pavilion. Variables like number of visitors, weather conditions, and whether or not certain exhibits are in operation may change your experience when exploring the Science Center.

Da Vinci Science Center believes that science is for everyone, and it is our goal to make your visit as fun and enjoyable as possible. Please see any Da Vinci Science Center staff member if you have questions or require any assistance - just look for a purple shirt!

**Lower/Ground floor for reserved programming only.**

# First Floor



### Victaulic Pipe Organ

Guests engaging with this exhibit strike large metal pipes with foam paddles to produce percussive tonal sounds. This exhibit can be loud and is frequently crowded.



### Light Mixing Room

Guests turn knobs to mix colored light and reveal hidden animals, plants, and objects. This area may be uncomfortable for individuals with photosensitivity.



### Touch Lightning






This exhibit emits a very loud buzzing sound when activated that is startling even to those without auditory sensitivity. It is recommended that individuals with auditory sensitivity issues avoid this area or wear noise cancelling ear protection.



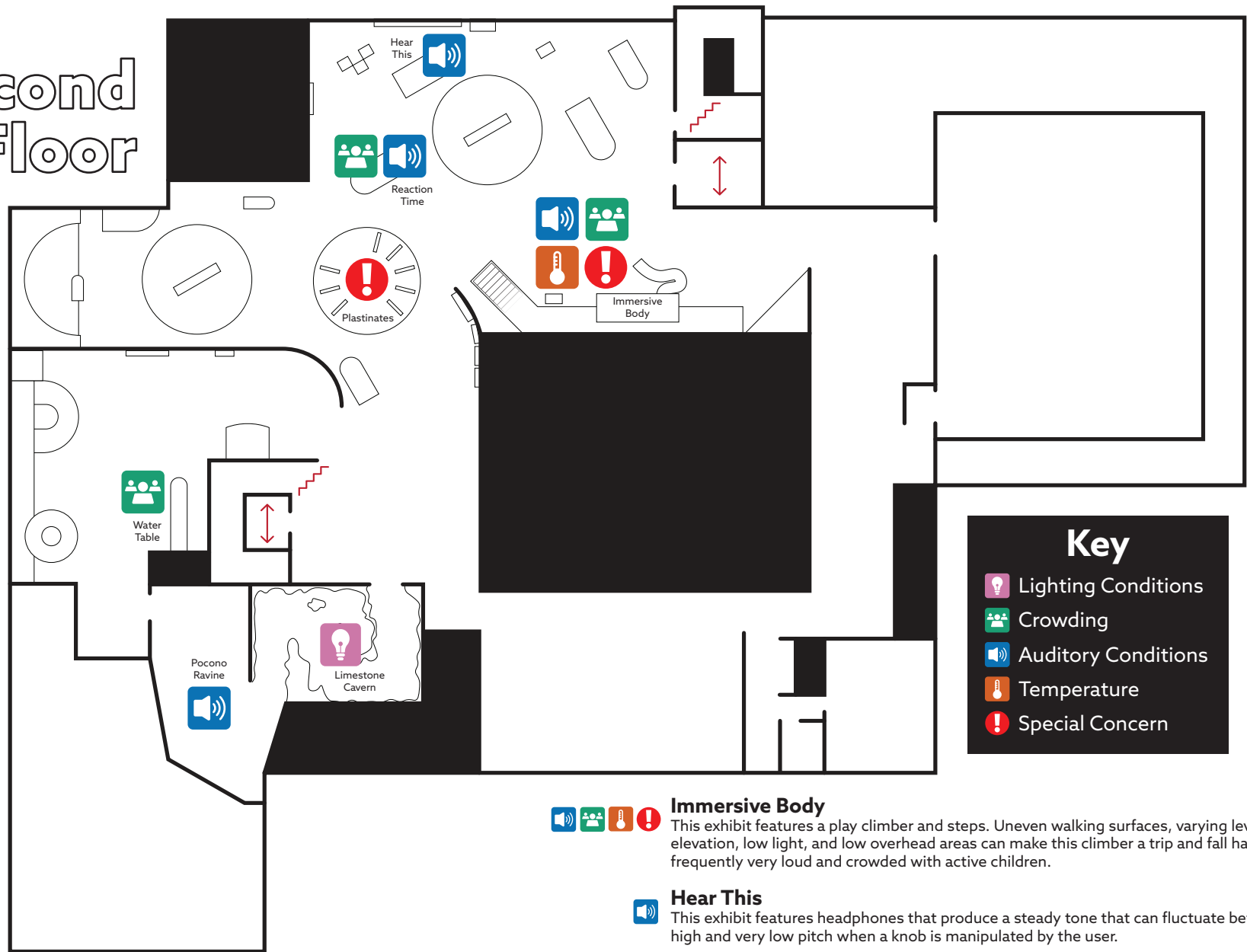
### Curiosity Hall

This exhibit gallery features a 50' projection wall and accompanying audio that is frequently loud. Changing light conditions can be uncomfortable for individuals with photosensitivity.

## Key


-  Lighting Conditions
-  Crowding
-  Auditory Conditions
-  Temperature
-  Special Concern


# Second Floor








**Key**



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 **Limestone Cavern**  
 This exhibit contains a Video Bats feature that simulates a colony of bats flying out from a hole in the cave wall. Low light may be disorienting. Bat sounds may startle.


 **Pocono Ravine**  
 This exhibit features a large waterfall that is very loud. The sound of rushing water combined with simulated bird noises may make this room uncomfortable for those with auditory sensitivity.

    **Immersive Body**  
 This exhibit features a play climber and steps. Uneven walking surfaces, varying levels of elevation, low light, and low overhead areas can make this climber a trip and fall hazard. This area is frequently very loud and crowded with active children.

 **Hear This**  
 This exhibit features headphones that produce a steady tone that can fluctuate between very high and very low pitch when a knob is manipulated by the user.

  **Reaction Time**  
 This exhibit features loud audio, flashing buttons, and visitors who play the game are often moving around the exhibit quickly in order to hit the buttons.

 **Water Table**  
 This exhibit is frequently crowded with small children. Water on the floor may be a slip hazard.

 **Plastinates**  
 This exhibit features real human specimens preserved via the plastination process in which fat and water are replaced with plastic. These specimens may make some individuals uncomfortable.