

Visual Story Guide

Our Story: Dublinia is a museum in Dublin 8. People come here to learn about Viking and Medieval Dublin. Visitors smell, hear, and see what life in Dublin looked like in Viking and medieval times. You come to Dublinia if you would like to learn more about Dublin's history and/or Viking and medieval history.



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Our Team: Dublinia's team are here to help you if you have any questions. You can identify them by their navy polo shirts – short- or long-sleeved – or navy jackets. They wear name badges and other Viking/medieval decorations:



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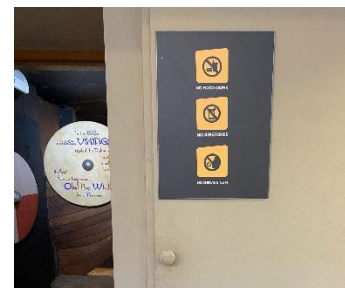
You also meet our Living History interpreters, who are dressed in Viking or medieval garments. Our Living History interpreters teach you about the crafts and trades of Viking and medieval Dubliners. They change locations daily. You can ask our Welcome Officer where we have the interpreters when you arrive for your visit:



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Our Signs: We have a variety of signage to assist you during your visit. Some examples of signage are:

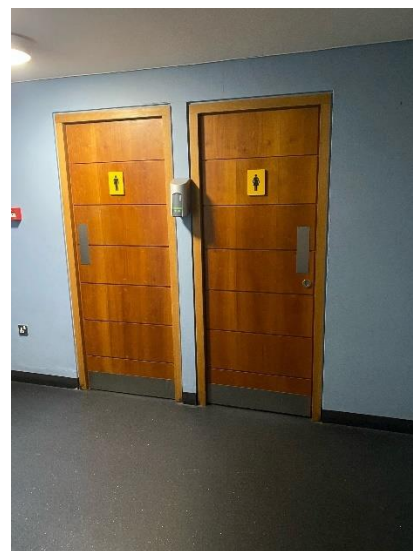
- Floor mats/directional signage
- Information panels
- Hand sanitizer stations
- Emergency Signage
- Warnings and other signage for your information



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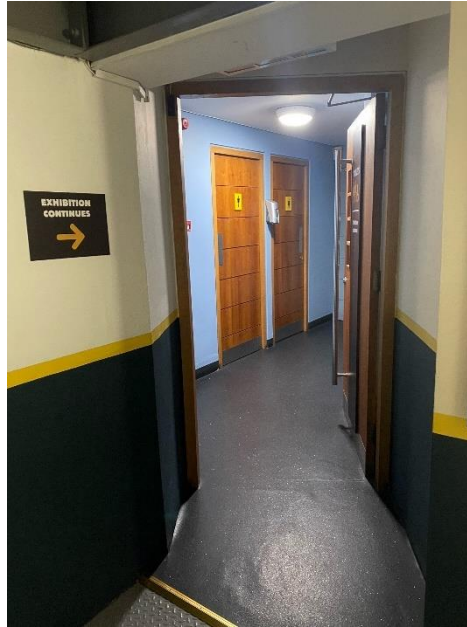
Toilets: The toilets are located on Level 2.

If you are on Level 2, you can access them through the doors to the right of the red staircase:



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From the lift or grey stairs, you will find the toilets through this door here:



If you need to access the lift, a member of our team can help you get to Level 2.

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Arriving to Dublinia: When you arrive to Dublinia, there are two sets of doors. The main entrance door is to the right of the Viking ship reconstruction (as seen through the window). There is a sign that points you to our entrance:

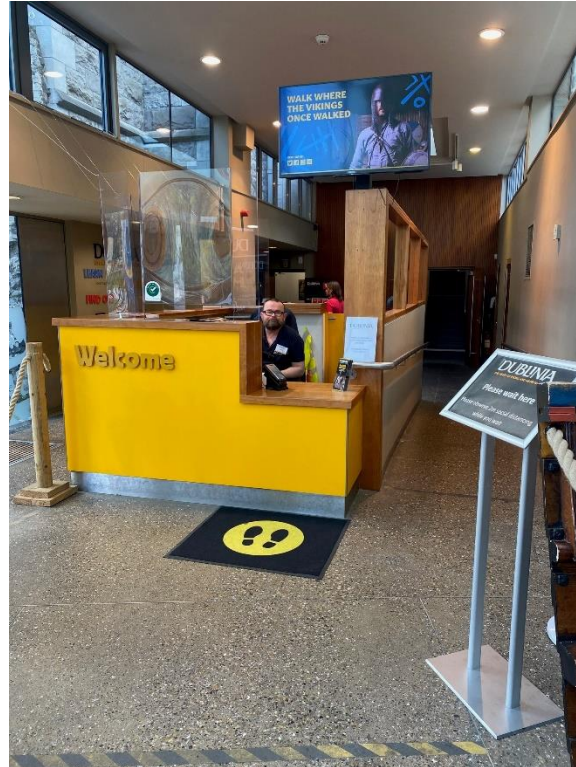


The sliding doors are motion-activated. Wave to our Welcome Desk if they do not open at all!



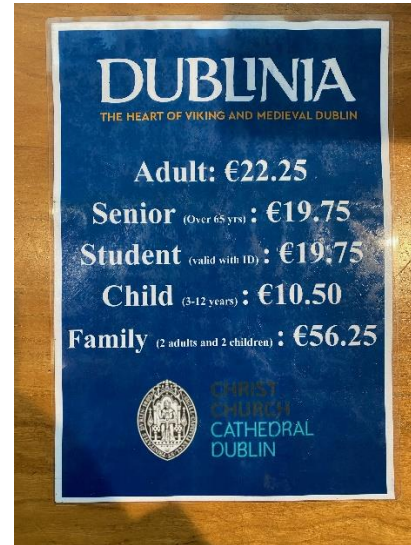
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All visitors wait in the queue to approach our Welcome Desk for tickets.



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Welcome Desk: At the Welcome Desk, we ask if you need to buy tickets. You can purchase tickets online before the visit, or we are happy to help you purchase them at the desk. We have a printed ticket list that shows you all our ticket types, including an option to purchase a combined ticket to Dublinia and Christ Church Cathedral:



Christ Church Cathedral's hours can change, so the combined ticket is not always available. When this happens, we will let you know at the Welcome Desk.

The Welcome Desk Officer also asks what country you are visiting from and how you heard about Dublinia for marketing reasons. Payment can be made via cash, card, or cheque. We give you the receipts and tickets. They look like this:



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Welcome Officer: Next, our Welcome Officer tells you how to get around the building. Dublinia follows a one-way system, and you enter our exhibitions on the ground floor. The Welcome Officer shares any necessary information for your visit. You are welcome to take as many photographs as you'd like without flash. We do not allow photographs of the human remains or our stained-glass windows.



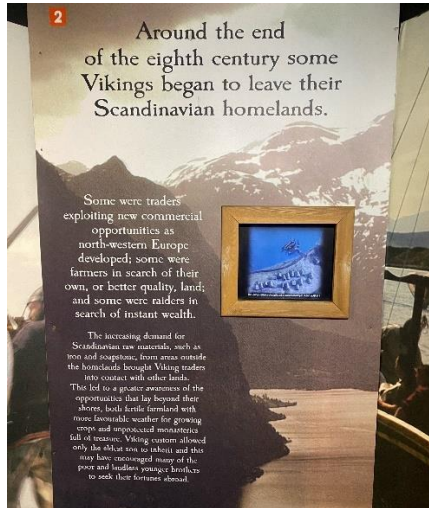
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Level One – Viking Dublin: As you move through Level 1, you will see reconstructions of Viking life. These reconstructions and models bring Dublin to life in Viking and medieval Dublin. They do not move. You can interact with them, but please do not touch their hair, yank, or pull on them, etc.:



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There are screens that play information about Viking life on repeat, like the one pictured here:



Some of the screens are activated by touch, like the one here:

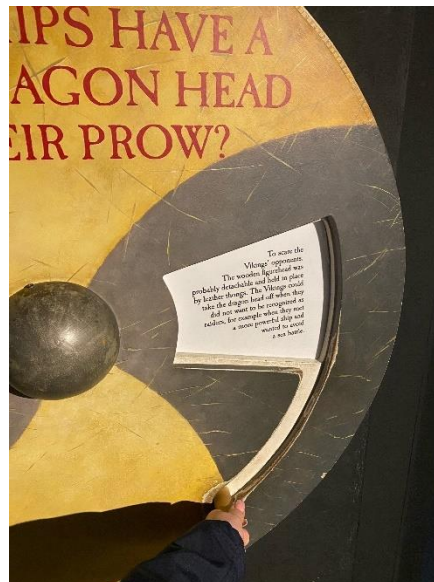


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You might encounter one of our Living History interpreters, dressed in Viking period clothing, shown here:



There are areas that you can touch and interact with objects:



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In the display cases, there is a partial Viking skeleton, as well as various objects found in Viking burials, on loan to us from the National Museum of Ireland:



You can practice the Viking alphabet – runes. We offer sheets of paper and wax crayons to help you spell out your name:



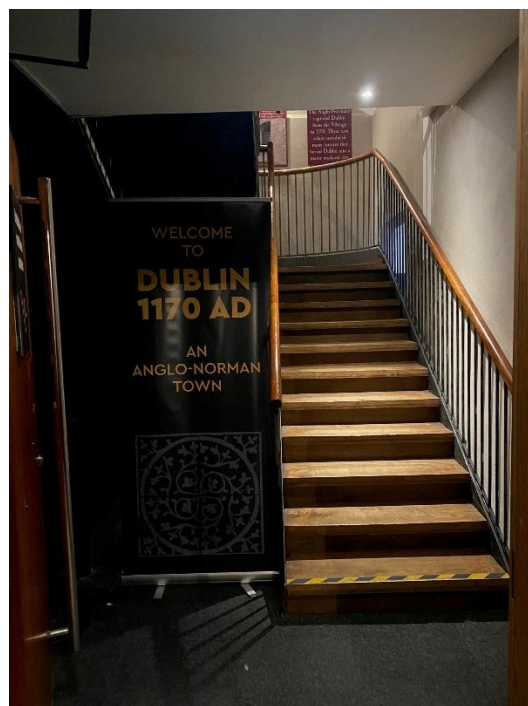
If you notice that there are no crayons or paper, please ask a member of our team if they can help.

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We invite touch throughout the visit, but sometimes, you might see a sign that asks you not to lean on the glass:



When you leave the last room of the Viking floor, walk upstairs to Level Two to learn about medieval Dublin (Please note – if you need the lift, go back to our Welcome Area):



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Level Two – Medieval Dublin: This level also has reconstructions of life in medieval Dublin:



You can read the wall panels and interact with various elements, like these:



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As you move through, you will notice a change to the floor texture. These floors help bring you into the period and are safe to walk on:



Use one of the headsets to learn more about the geography of medieval Dublin at our Scale Model:



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The next room is about death and disease in medieval times. It is not meant to be scary, but the models sometimes worry people. You can move through this room quickly if you prefer:



There is also a skeleton of a medieval Dubliner we affectionately call Maggie. You can learn about her life on the wall panels:



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You might encounter another Living History interpreter. If not, use the touch screen to learn more about herbs and cures:



Next is an optional interactive space. You can throw balls at a model in the stocks, play medieval games in our fair, smell common scents used in cooking, and try on medieval garments. You might meet another Living History interpreter in this space as well:



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Next, head across the hall to learn about how Dublin became a city:



In this room, there are touchscreens to help you learn more about this period in Dublin:



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You can also do a rubbing of medieval tiles – some of which are like the ones in Christ Church Cathedral! There should be paper and wax crayons in this room. If not, ask a member of staff to help you:



Next, head up the large red staircase. There is a video that talks about King Henry VIII and the Reformation. Look at our beautiful stained-glass window before continuing to the third level:

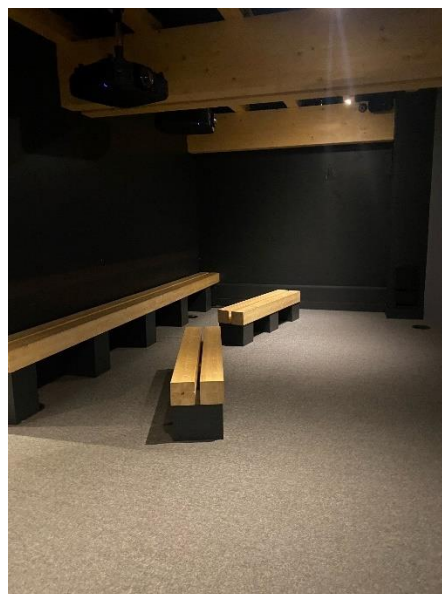


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Level Three – The Past Today: Level 3 is called The Past Today and looks at how archaeologists learn about the past. We have a stratigraphy wall that shows how archaeologists dig through layers and uncover different periods of history:

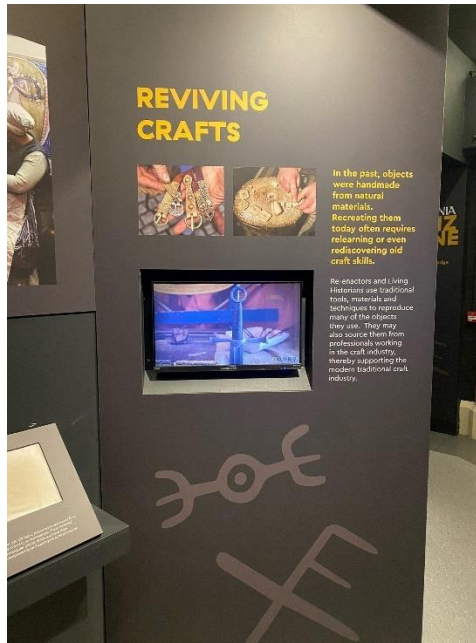


Next is the audio-visual room with a big screen that plays a short film. The narrator tells the story of his life as a medieval Dubliner. Please note that if you experience motion sickness or dizziness, this film might not be for you:

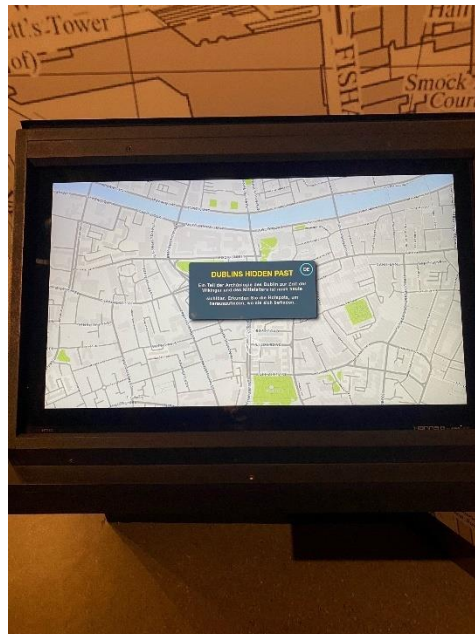


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There are other screens that play videos on repeat:



And touchscreens:



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When you enter the Quiz Zone, there are several games you can play.



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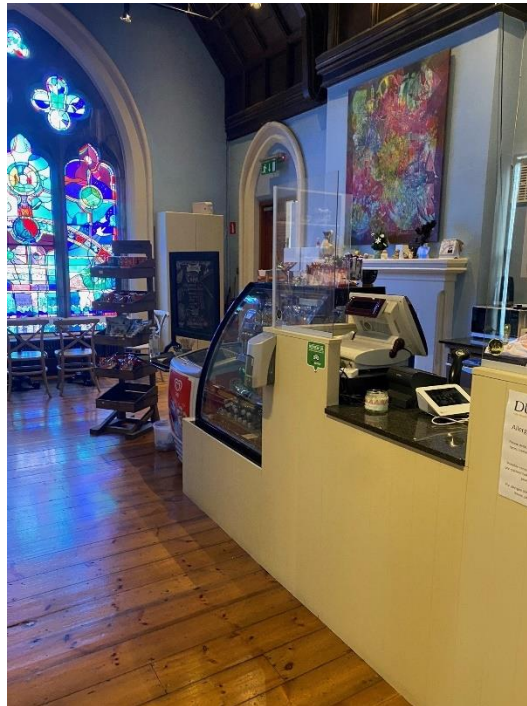
Gift Shop: After playing in the Quiz Zone, you enter the gift shop, where you can browse and purchase Viking and Medieval themed items:



The shop accepts cash, card, or cheque.

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Coffee Shop: From the shop, you can turn right for the coffee shop. The coffee shop is currently open weekends only, from 10:30am-4:00pm for the winter. You might hear noises from the coffee machine and other visitors in the area:



You can sit down if you'd like or ask for your coffee to go.

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St. Michael's Tower: Before exiting Dublinia, you can visit St. Michael's Tower, following the directional signage down the corridor and upstairs. Mind your head as you enter and exit the tower:



We have information panels about the tower at its base:



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At the top, you see a 360° view of Dublin 8:



St. Michael's Tower is the only area of Dublinia that is not accessible via the lift. Unfortunately, we do not have wheelchair access here.

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Exit: The exit can be found through the gift shop. If you are in the tower and want to exit, you return to the third level and down the corridor towards the shop. The exit doors are in front of you:

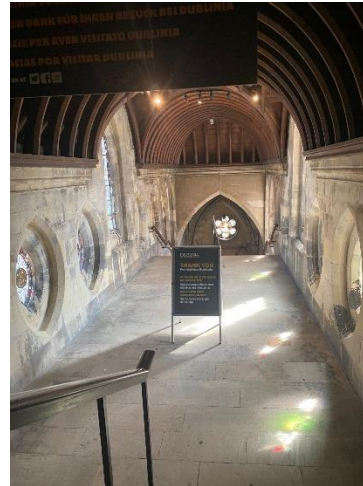


If you do not visit the tower, you finish your visit by walking past the till to find the exit:



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The Retail Officer will release the door to let you out. You push the door and exit over across the bridge and into Christ Church Cathedral gardens:



If there is no one available to open the door for you, there is a release to the right of the exit doors:



Please note that this is an exit only. You cannot re-enter Dublinia after exiting.

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Things We Cannot Plan For: Sometimes, there are unexpected changes that might impact your visit:

- Changes to our exit: Normally, our visitors exit across the bridge and into Christ Church Cathedral gardens. Sometimes the bridge is not open, so a member of our team will be available to help you navigate back to the Welcome Area as the alternate exit.
- Technical issues: If one of the touchscreens is not working, please notify a member of our team, and we will do our best to reboot the system for you.
- Groups: Dublinia welcomes many different groups of 10 or more visitors – primary and secondary schools, language schools, tour operators, special interest groups, and more. Sometimes, they add more noise to the exhibitions. If you are concerned about extra sounds or higher numbers of people in our space, please feel free to call ahead, and we are happy to let you know the best time to arrive for your visit.
- Public Tours: Our public tour schedule is subject to change due to things like weather or staff availability. If you are interested in one of our guided tours, you can call ahead of your visit to check if we expect the tour to go ahead.
- Event Days: Dublinia has a robust calendar of events for visitors like Viking weaponry, medieval cookery, etc. These events are advertised in advance on our website.
- Deliveries: Sometimes we have big deliveries coming through our doors. If you are waiting in line when the delivery arrives, we might direct the delivery person to cut through the line and leave the boxes next to our Viking ship.