

# DUBLINIA

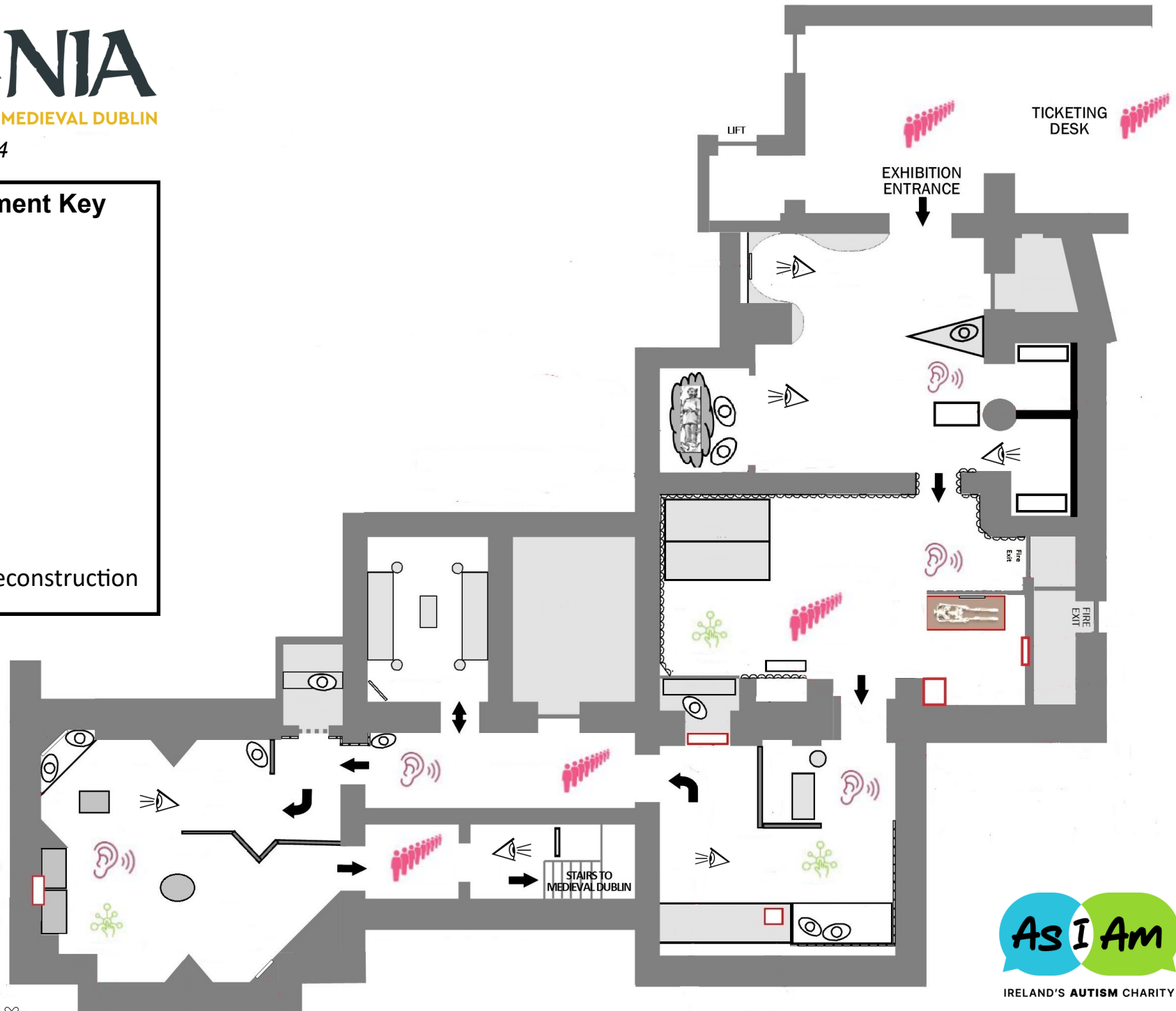
THE HEART OF VIKING AND MEDIEVAL DUBLIN

Last updated 31/01/2024

## Sensory Environment Key

-  Smell
-  Touch
-  Hear
-  Lights
-  Wait
-  See/Watch
-  Mannequin/Reconstruction

Level 1



# DUBLINIA

THE HEART OF VIKING AND MEDIEVAL DUBLIN



IRELAND'S AUTISM CHARITY

Last updated 31/01/2024

## Sensory Environment Key



Smell



Touch



Hear



Lights



Wait

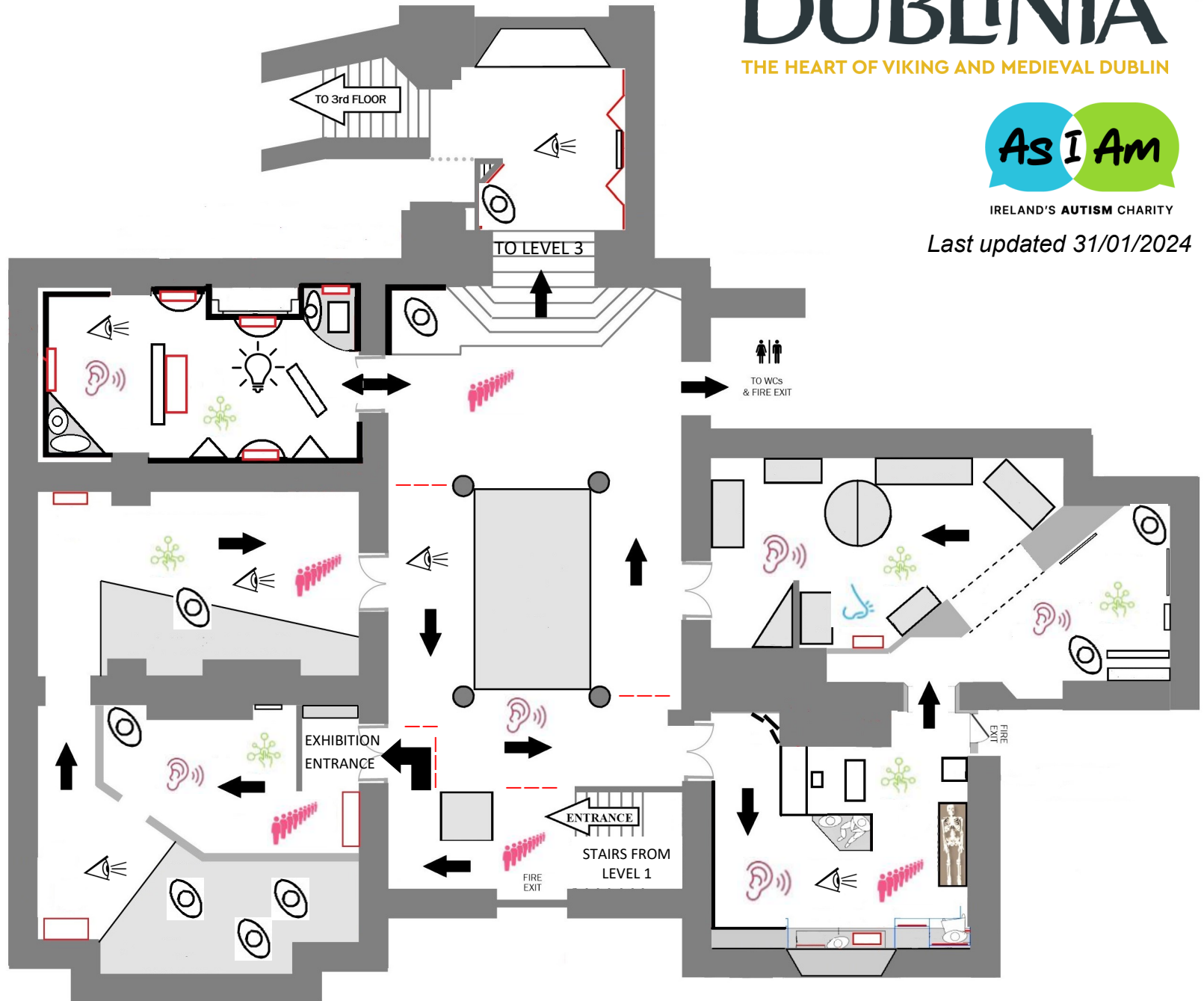


See/Watch



Mannequin/  
Reconstruction

## Level 2



# DUBLINIA

THE HEART OF VIKING AND MEDIEVAL DUBLIN

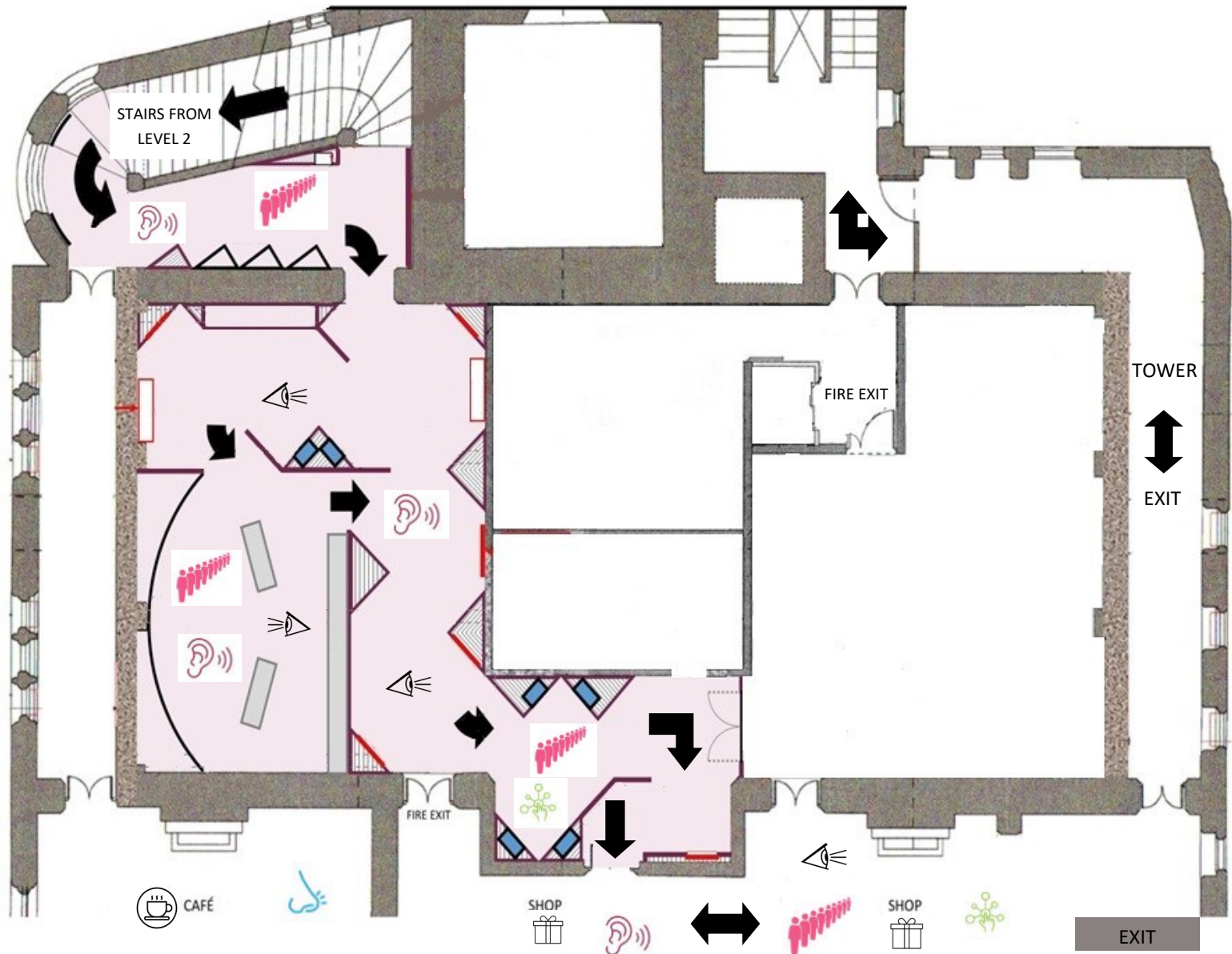
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DOWNSTAIRS: TOILETS  
UPSTAIRS: TOWER

## Sensory Environment Key

- Smell
- Touch
- Hear
- Lights
- Wait
- See/Watch
- Mannequin/  
Reconstruction



## Level 3

TOILETS COFFEE SHOP SHOP

# DUBLINIA

THE HEART OF VIKING AND MEDIEVAL DUBLIN

Last updated 31/01/2024

## Sensory Environment Key


 Smell

 Touch

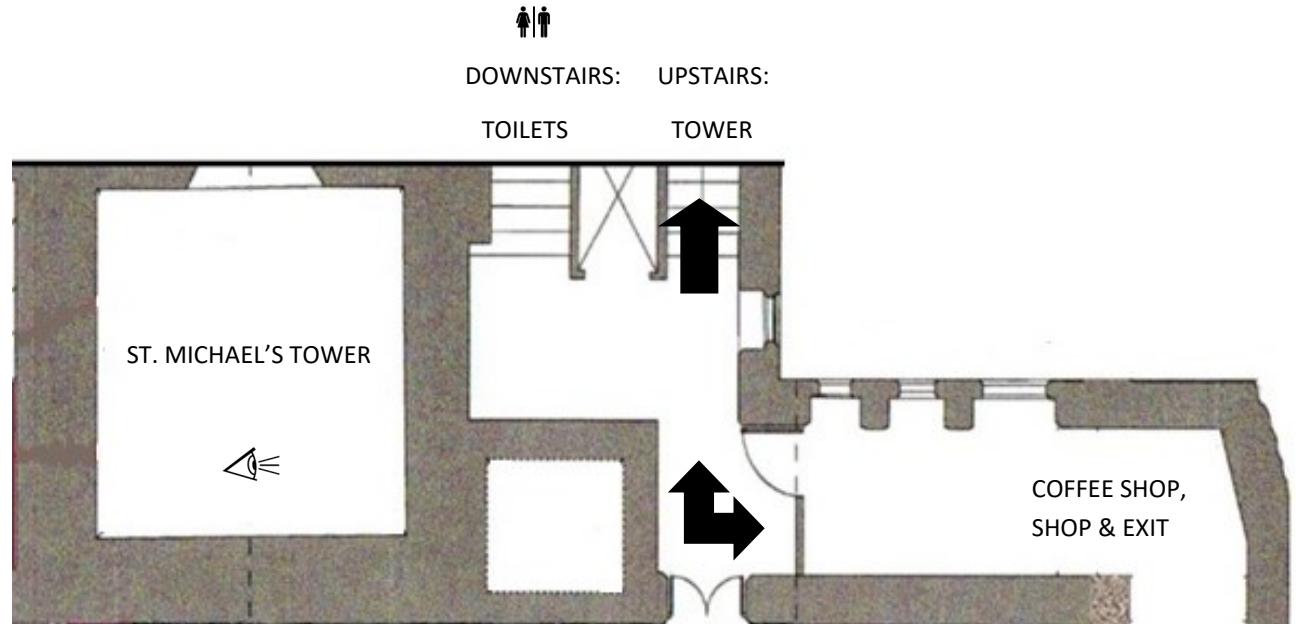
 Hear

 Lights

 Wait

 See/Watch

 Mannequin/Reconstruction



## Level 4

 TOILETS    COFFEE SHOP    SHOP

**What You Might Hear:** Across all floors, there are many sounds that sometimes overlap. The most common sounds are:

- Viking/medieval music playing at our Welcome Desk and in the medieval faire
- Talks from our Living History Interpreters
- Audio-visual displays (many of our screens can be muted)
- Sounds from individual visitors and tour groups
- Recorded sounds from Viking and medieval daily life
- Fire alarm (only heard in an emergency or if someone accidentally opens a fire exit door)
- Walkie talkies that the staff wear
- Sounds from the coffee machine and people in the coffee shop and gift shop

**What You Might Smell:** Dublinia is multi-sensory. Some smells you might encounter are:

- A stall in the medieval faire (Level 2) where you can smell various herbs used for cooking and medicine
- A medieval herbalist as one of our Living History interpreters (on Level 2) who allows you to smell various herbs
- Coffee from our shop on Level 3

**What You Might Touch:** There are many interactive parts of our exhibition where you can touch/feel:

- Changes to floor texture like carpet, concrete, wood, etc. Some of these floors are smooth and flat, some are textured. They change from room to room.
- Our Living History interpreters might offer for you to touch replicas of various weapons, clothing, and other items from Viking and medieval daily life.
- We have some touch-screens across the three levels, like in Our Quiz Zone on Level 3, where you can play games, look at maps, and learn more information about Viking and medieval Dublin.