



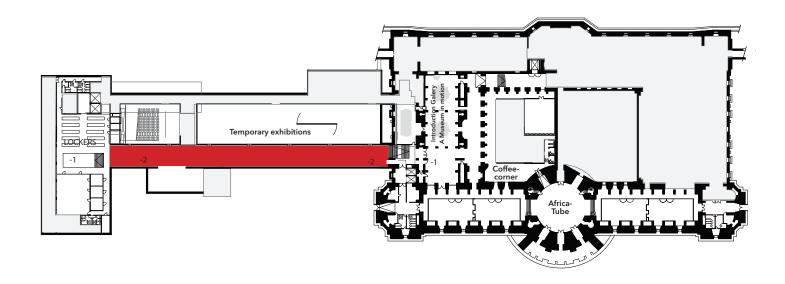




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LIGHTING

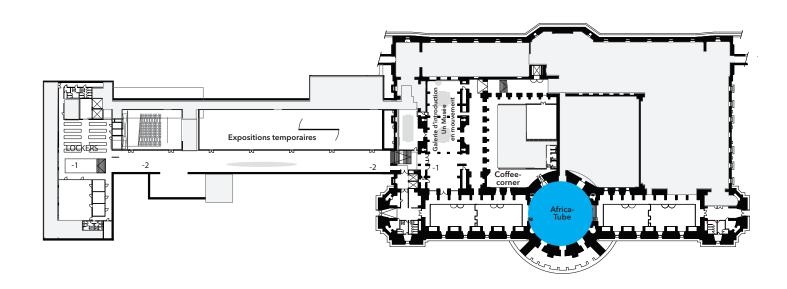


This is the map for the underground gallery, introductory zone, and AfricaTube.

Very well-lit spaces are marked red.

The corridor is a very well-lit space.

This space is all in white and uses artificial light.



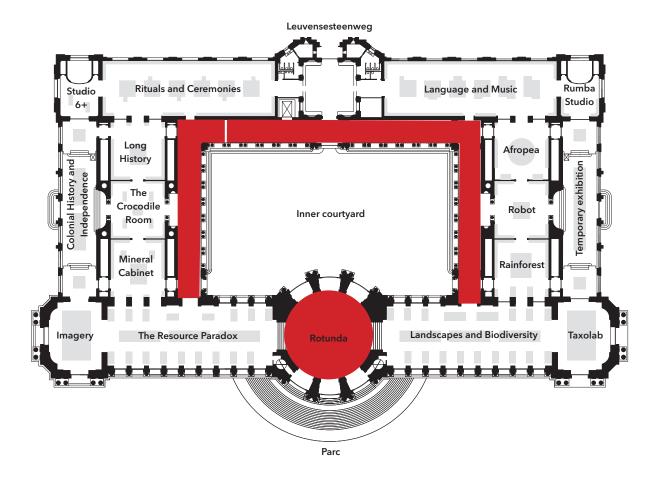
Dimly-lit spaces are marked blue.

It is dimly-lit inside the AfricaTube space.

This room contains several screens.

The screens display bright moving images.

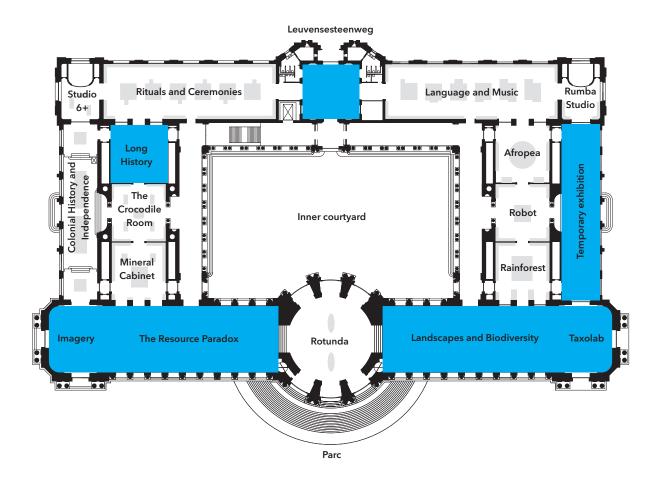
LIGHTING



This is the map for the ground floor of the museum.

Very well-lit spaces are marked red.

The grand rotunda and the three galleries around the inner courtyard have plenty of bright natural light.



This is the map for the ground floor of the museum.

Dimly-lit spaces are marked blue.

The following galleries are dimly-lit:

- Temporary exhibition
- Landscapes and Biodiversity
- Taxolab
- The Resource Paradox
- Imagery
- Long History
- Small square room

Nearly all of the galleries have large and small screens that emit light.

Nearly all of the galleries have spotlights that shine bright lights on the objects on display.

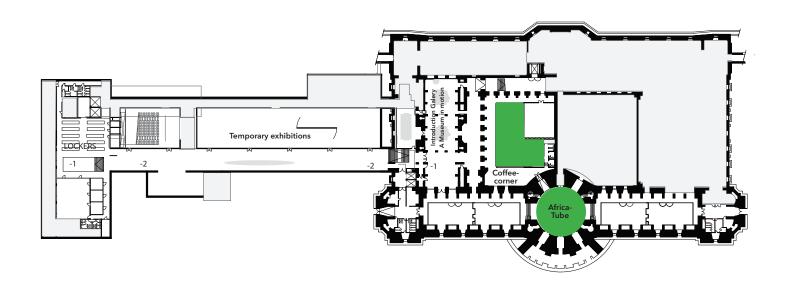
'The Resource Paradox' gallery has information boards on the central display stands.

These information boards emit very bright light.

The 'Robot' gallery has a robot. When the robot is working, it moves.

The 'Rituals and Ceremonies' gallery has large screens. These screens emit bright light.

SOUND



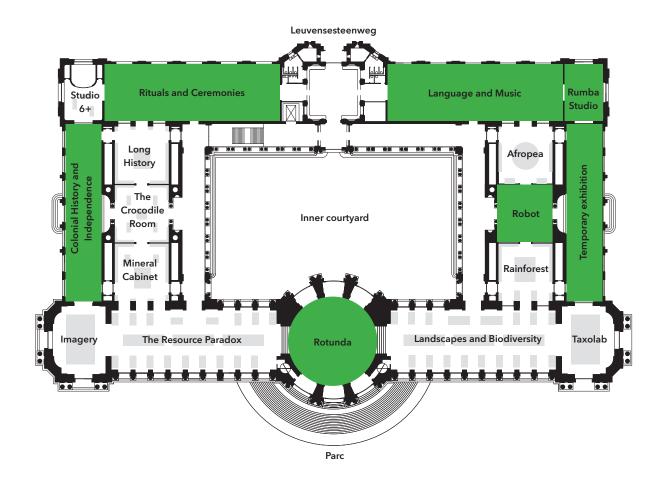
This is the map for the underground gallery, introductory zone, and AfricaTube.

The map above shows you which rooms are noisy.

The noisy places are marked green.

In AfricaTube you can hear a lot of mixed sounds.

Sometimes you can step into the courtyard. In the courtyard you might hear some noise from the music room. This is not always the case.



This is the map for the ground floor of the museum.

The map above shows you which rooms are noisy.

The noisy rooms are marked green.

In the corridor between the square room and the 'Languages and Music' room you can sometimes hear 'Welcome' in different African languages.

In the 'Languages and Music' room you can hear mixed sounds. Visitors can play instruments in this room.

You can sometimes hear loud music in the 'Rumba Studio' room.

The 'Robot' room has a robot. When the robot is working, it makes noise.

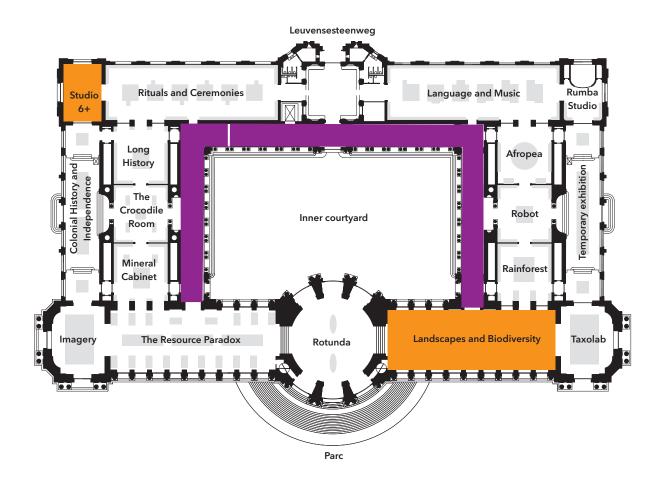
In the 'Rituals and Ceremonies' room you can hear mixed sounds.

The grand rotunda, 'Crocodile Room' and 'Temporary Exhibition' galleries have poor acoustics. Because of this you hear sounds echo in the room.

Nearly all of the galleries have large and small screens. Because of Coronavirus rules, the headphones have been turned off. The information is currently played out loud on speakers.

This is why you can hear a lot of mixed sounds in the galleries. This is ok.

CROWDED AND QUIET AREAS



This is the map for the ground floor of the museum.

The map above shows you which areas of the museum can be crowded.

These areas are marked orange.

The 'Landscapes and Biodiversity' gallery can be crowded.

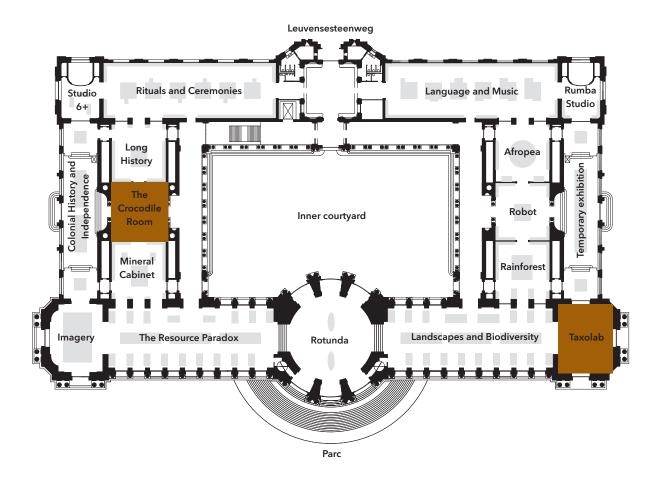
The 'Studio 6+' gallery can be crowded.

The map above shows you which areas of the museum are quiet.

These areas are marked purple.

The three galleries around the courtyard are quiet.

DISTURBING OBJECTS



This is the map for the ground floor of the museum.

The map above shows you which museum galleries contain disturbing objects.

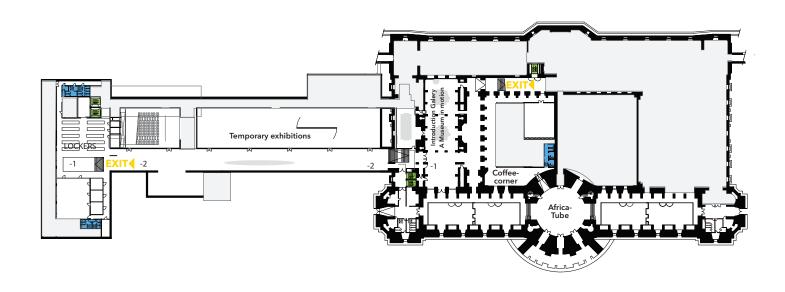
These galleries are marked brown.

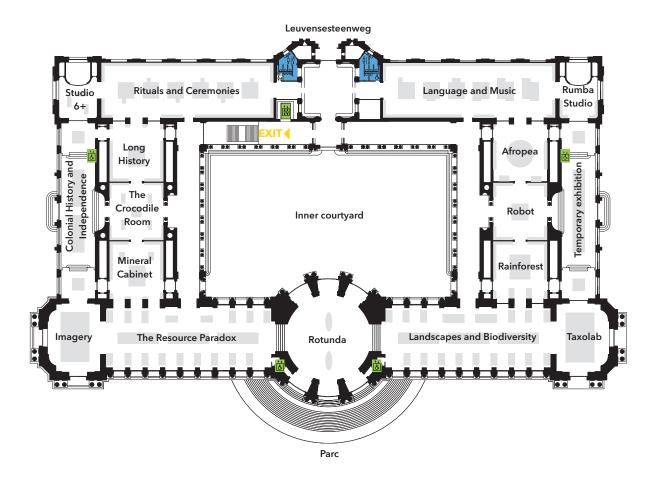
The 'Taxolab' gallery has specimens in jars.

The 'Crocodile Room' has animals in jars. Some of these animals are replicas.

That means that they are not real animals.

TOILETS, ELEVATORS AND EXITS





The map above shows you where the toilets, lifts, and exits are located.

The toilets are marked blue.

The exits are marked yellow and have an 'EXIT' sign.

The lifts are marked green.