

ADDING MULTI-SENSORY ELEMENTS TO MUSEUM EXPERIENCES

GENERAL GUIDELINES FOR USING MULTI-SENSORY ELEMENTS

- Choose elements that directly relate to the object or idea you are trying to communicate
- Select multi-sensory approaches with thoughtfulness and intent - beware the random!
- Solicit feedback from your target audience during all stages of planning and implementation
- Practice, practice, practice!
- Expect the unexpected, and plan to be flexible
- Don't ask anyone to do anything you wouldn't do yourself... and have fun!

SOUND

- Music relating to object, room, or historic period
- Musical instruments
- Other methods of sound creation
- Recorded speeches, interviews, sound clips
- Soundscapes

SMELL

- Natural smells
- Samples of food smells
- Essential oils and concentrated fragrances
- Verbal references to smells
- Always ask permission!

TOUCH

- Maps and models
- Tactile images and graphics
- Objects and replicas
- Textures and fabric samples
- Tools, utensils, and materials
- Touch tours
- In most cases, handling objects and touch tours require additional verbal description or guidance for those with little or no vision.