



EUREKA!
the national children's museum

digiPlaySpace

Accessibility Guide



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PlaySpace



What is digiPlaySpace?

digiPlaySpace is an award-winning immersive digital art experience, from acclaimed international artists, highlighting the power of creative technology.

Showcasing a variety of multi-media installations, digiPlaySpace is all about learning through collaborative discovery, open exploration and **Play**. digiPlaySpace is designed to stimulate imaginations; inspiring and unlocking creative potential. Children will apply cross-curricular skills and knowledge whilst interacting with the technology, including: coding robots; problem solving; creating music with electrical circuits; and dancing to create stop motion video. digiPlaySpace is not artwork to stand and admire but is totally in keeping with our ethos of **engaging** and **challenging** children whilst also ensuring visitors **learn** and **play** together through shared experiences.

What is digiPlaySpace like?

digiPlaySpace is full of sounds, lights, images and movement. If you have sensory sensitivities, you might find the environment a little overwhelming. This guide tells you what to expect so that you can choose the best way around the gallery for you.

Remember, there'll be a queueing system in place if things get really busy, so if you don't want to wait, you can come back at a quieter time. And you can ask to borrow a pair of ear defenders at the Information Desk too.

If you need some quiet time, then ask one of our Enablers to use our Chill Out Room.



Supported using public funding by
**ARTS COUNCIL
ENGLAND**

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PlaySpace™**



Room Racers

Use everyday objects to create a racetrack and race a virtual car to see who makes it past the finish line first.

Artist: Lieven Van Velthoven

What: Room Racers is for up to 4 players so it's a great way to make friends with other visitors.

How: Choose an everyday object to place on the plinth for the virtual cars to drive around. Players use an Xbox controller to drive the cars and there's a grabber on hand to help you reach the objects.

Further info:

- This exhibit doesn't have any noise of its own.
- The lighting level is low.



Creatures

Jump, dance and play to create colourful animations as your movements are transformed into larger-than-life characters right in front of you.

Artist: Éstudio Ruim

What: Creatures allows lots of people to play together at the same time.

How: Your movements create fantastical animated creatures which will then copy your actions. Have fun dancing and throwing some shapes with your family!

Further info:

- The creatures appear on an illuminated background.
- Your movements will generate sounds too.



Virtual Growth

Interact with this light installation and watch as the light traces around the graphic backdrop and your body.

Artist: Lieven Van Velthoven

What: More than one person can play with this interactive light exhibit.

How: Stand in front of the screen and watch the lights trace the outline of your body and things around you, then the details of your face and clothing. The lines of light change into different colours.

Further info:

- You can step away from the screen if you don't like to see the light growing on you.



Wanderment

Journey through an immersive 3D environment of thousands of moving particles in this single-player experience.

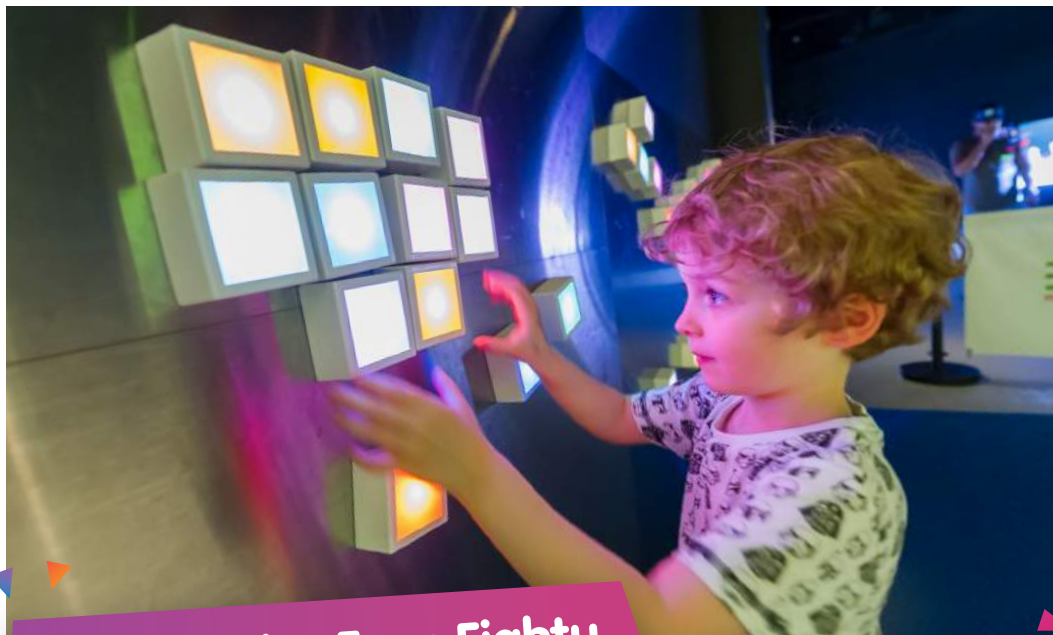
Artist: Andrew Wang

What: This game is played by one person at a time. You might have to wait for your turn.

How: Your goal is to guide the kitten, represented by a cluster of lights, through a world of moving lights to find its friend. You can do this by using a joystick control. You press the button to make the kitten jump.

Further info:

- The lights are gentle and sometimes it can feel as if they are swooping towards you.
- There is a brighter flash of light when the screen resets between players.



Six-Forty by Four-Eighty

Use your body to rearrange and transfer colours across these incredibly smart pixels to create patterns and animations.

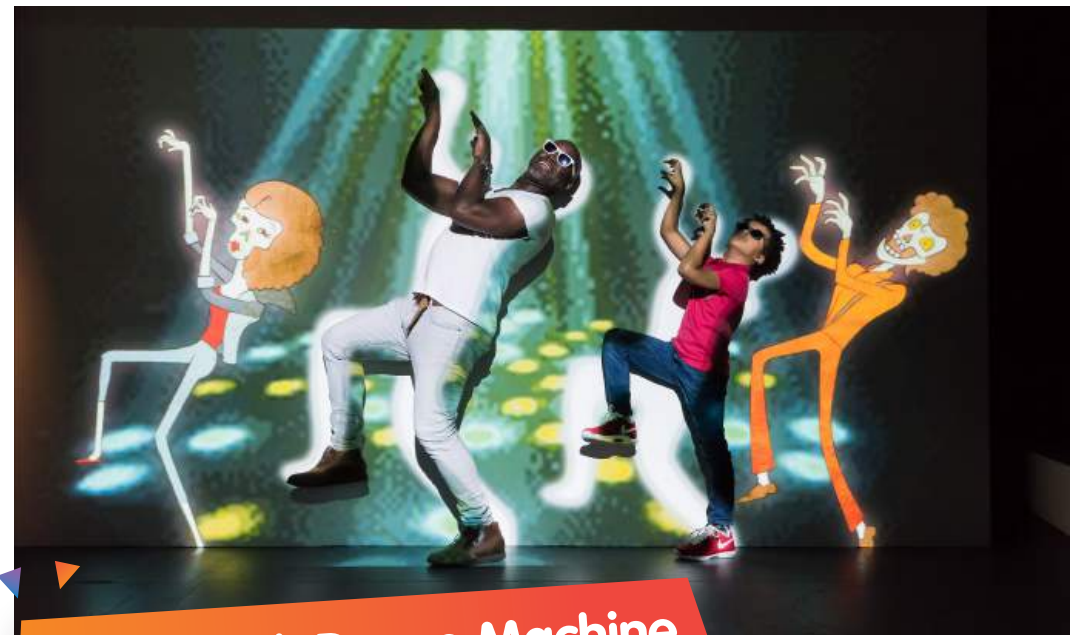
Artist: Marcelo Coelho

What: This exhibit has enough pixel cubes for everyone to have their own, or to combine them to create a collaborative piece.

How: The pixel cubes are magnetic and stick to the big wall. Touch or swipe across them to change the colours.

Further info:

- There is no sound on this exhibit.
- The lights will change gently when you complete a circuit, or swipe across the screen.



Pop n' lock Dance Machine

Learn about stop motion animation as you step into the spotlight and dance like a pro in this interactive video art installation.

Artist: Catshrine

What: You can create a piece of video art by yourself or in a group of up to 3.

How: An Enabler will help you to interact with this. You can wear some silly sunglasses if the light from the projector is too bright. Your video will look best if you keep inside the shapes on the screen. If you have trouble standing on one foot, then you can lean against the wall for support.

Further info:

- When your finished video plays back, the music plays.

The Enabler will delete your video from the computer at the end of the day.



Trackoons

Play against your friends and family as you race through downtown Toronto as an animated raccoon in this imaginative game for up to eight people.

Artist: Gabby DaRienzo and Andrew Carvalho

What: You can play with up to 8 people at the same time, so there might be some people you don't know playing with you.

How: Each player controls their raccoon using a joystick.

Further info:

- There is some quiet music.

JUST FOR FUN!



Cubelets

Create your own robot using colour-coded magnetic cubelets that can be snapped together to make an endless variety of robots with no wiring or programming required.

Artist: Modular Robotics

What: This is an activity where you can work on your own, or with a friend.

How: You can make your own robot with magnetic cubelets which snap together. There are some ideas sheets to show you what each cubelet does, and some easy robots you can make.

This installation will be staffed by a Eureka! Enabler who will be able to guide and explain the best way to build the robots and the theory behind them.

Further info:

- One cubelet has a very bright torch, so be careful not to shine it in people's eyes.
- One cubelet has a quiet speaker on it, which makes a repetitive noise.
- One cubelet has wheels on them, which can suddenly start moving when a circuit is complete.



SimAntics

Become an ant eater in this surreal two-player simulation game as you control the ant eater's tongue through a network of ant tunnels.

Artist: Liselore Goedhart and Tom Francis

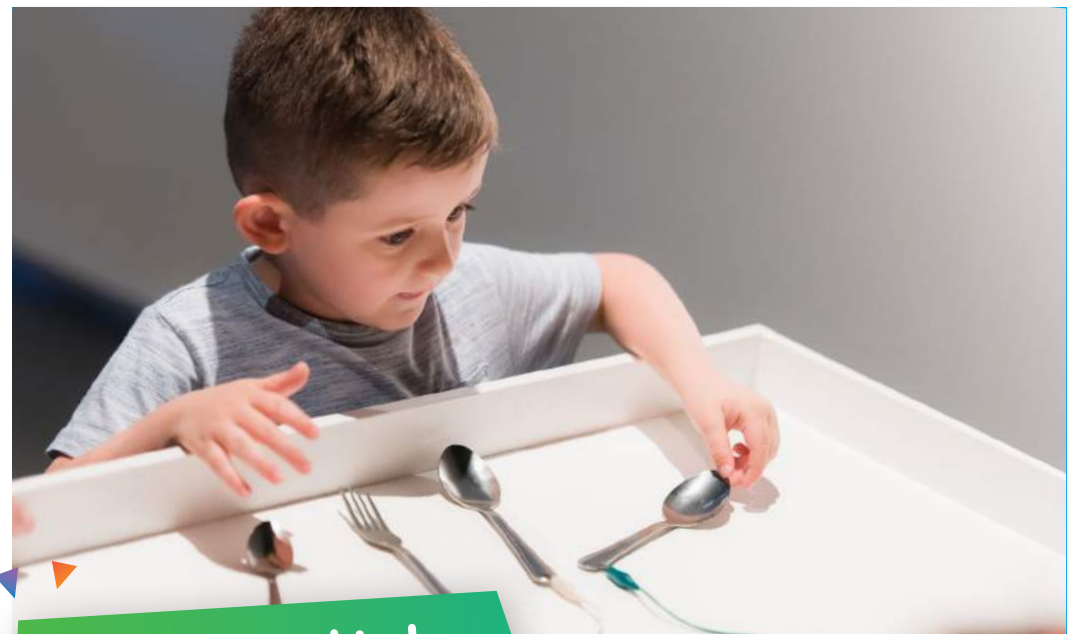
What: This is a game where two people play against each other.

How: You use the joystick to make the ant eater's tongue pick up lots of ants. The winner is the ant eater with most ants at the end of the game!

Further info:

- This is a quiet game, with some music and sound effects.

JUST
FOR FUN!



Ototo Sound Lab

Connect anything conductive to this powerful little circuit board and create your own unique musical instrument.

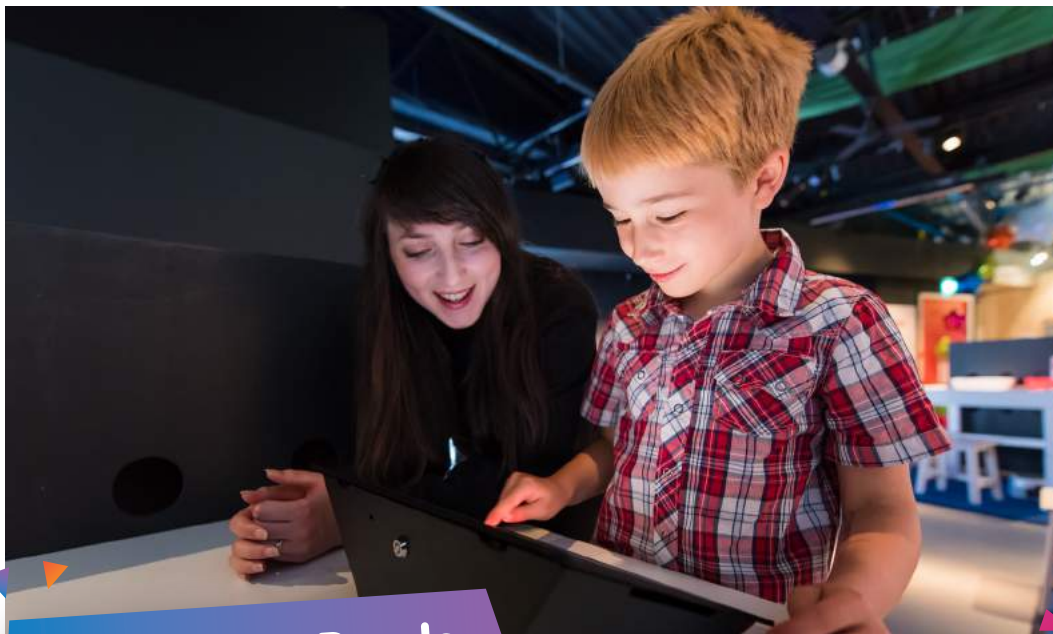
Artist: Dentaku, founded by sound artist Yuri Suzuki and interaction designer Mark McKeague.

What: This activity lets you make music with non musical objects using a circuit board and alligator clips.

How: Touch the objects and listen to the different noises they make.

Further info:

- This activity can get noisy sometimes.



TIFF Kids APPcade

Presented by Sago Sago

Explore a range of more than 30 apps including games, creative tools, and storytelling activities, carefully selected by the APPvisory Committee as some of the best tools for digital learning.

Artist: Sago Sago

What: There are lots of different games on the tablets.

How: You can choose which games you would like to play.

Further info:

- Remember to take turns as there are three tablets to share.
- Some games might make some noise.
- Some games are for one player, and some games are for two players.

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Cumulo Nimblers

Interact with colourful 'cloud-hoppers' and hop from cloud to cloud in this playful digital experience.

Artist: John Martz and Jarrod "Farbs" Woods

What: Up to 4 players can play on this 8-bit style game.

How: The aim is to collect as many coins as you can, whilst jumping off the clouds. You need 4 coins to win. If you fall off the clouds you lose all your coins! Players use Xbox controllers.

Further info:

- The characters on the screen move very quickly.
- There is music playing all the time.

JUST FOR FUN!



Line Wobbler

Test your hand-eye coordination controlling LED light in this award-winning experiment in minimalistic game design.

Artist: Robin Baumgarten

What: This game is for 3 players, and you use a joystick to push your light to the top of the line.

How: Push the joystick to make your line travel up to the end of the track above your head. Wobble the joystick to push past through the red enemies. Wait for the orange lava to disappear before going through it. Once you get to the top, you move onto the next level.

Further info:

- These lights are different colours and they flash randomly.
- There are some sound effects on this exhibit.



Sphero Speedway

Learn computer programming the fun way with this robotic moving sphere that combines a gyroscope, accelerometer and sensors inside a glowing ball, and race it round the speedway and through the obstacle course.

Artist: Orbotix

What: Up to 4 people can play, each one controlling their own Sphero.

How: Using a tablet you can drive your Sphero using a touchscreen..

Further info:

- The Spheroes glow different colours.
- The round Spheroes don't make any sound. The Ollies (with wheels on) can sometimes make a noise if they are travelling very fast.

There will be an Enabler on hand to help with this exhibit, and help when the batteries run down.