Visual Impairment

1. Go to the Ticket Desk to get your ticket (assistance dogs get free entry!)

* Wheelchairs are available from the Ticket Desk
* Please ask a member of GSC staff if you require a manual wheelchair for the duration of your visit to the Centre
* Please note this is available on a first come first serve basis

1. Take the lift up to Floor 1
2. Visit the Planetarium
3. Walk around The Hive area surrounding the Science Show Theatre, making sure you don’t miss the Touch It Feely Box and Velvet Hand Illusion
4. Walk by the windows, round to The Big Explorer area
5. Take the lift up to Floor 2
6. Hurricane simulator - A freestanding booth where visitors can experience the force of high wind speeds, up to 97.2 km/h. Intended to highlight that wind contains a lot of potential energy.
7. Hydro wall – a series of activities including a wave machine and a pelton water wheel highlighting the power of water.
8. Fundamentals wall – the fundamentals wall contains a series of displays containing information about various forms of power.
9. Take the lift up to Floor 3
10. Sensory homunculus - A ‘homunculus’ sculpture that illustrates a touch sensory map of your brain. The sculpture shows you which parts of your skin send most signals to your brain from the touch receptors of your skin. The bigger the body part on the sculpture, the more of your brain is devoted to receiving signals from that body part. The sculpture is sitting on two large steps and welcomes visitors to the exhibition.
11. Sensory walls and seat - Two walls of sensory stimuli for visitors to explore with touch and sight. One wall is free-standing and connected to a seat. The touch stimuli are designed to make it easy to compare the sensitivity of fingers versus elbows. These quick-interaction exhibits are designed to encourage visitors to use their senses to explore and think about their bodies (to then investigate the rest of the exhibition).
12. Whose brain is more relaxed? - An exhibit that allows two visitors to compete to be the most relaxed. It consists of a table, magnetic ball, two headbands containing EEG sensors, screen, start button, 3-layer flapper label and two moveable stools. The headband sensors measure the brainwaves of each visitor and compare them to calculate who appears more relaxed. The measurements are shown on screen and affect the position of the magnetic ball, which can move in a straight line between the visitors on the table. The ball is moved by a computer-controlled magnet under the table.

Hearing Impairment

1. Go to the Ticket Desk to get your ticket

* Remember to present your access card at the ticket desk
* Induction loops are available at the Front Desk (but also the IMAX Theatre, Auditorium and Science Show Theatre)
* If you would like to attend any events happening in either of these places, feel free to either collect the induction loops at the Front Desk or at either of the aforementioned places
* Please switch Hearing Aids to the ‘T’ position to use this facility

1. Visit the over 30 double decker buses tall, rotating Glasgow Tower and take in the breathtaking 360° view of Glasgow

* Please check for opening status in advance of your visit as weather conditions can change quickly and as a result the tower may be closed for safety reasons

1. Take the lift up to Floor 1
2. Visit the Planetarium
3. Walk through The Hive area surrounding the Science Show Theatre, making sure you don’t miss Balancing Beach Ball in Explore and Discover – can you get the ball through the two rings?
4. Walk around the floor, making sure you don’t miss the Holophonic Sound and Room On Its Side exhibits in A Question of Perception, where you get to guess where the sound is coming from and defy gravity
5. Take the lift up to Floor 2
6. Hurricane simulator - A freestanding booth where visitors can experience the force of high wind speeds, up to 97.2 km/h. Intended to highlight that wind contains a lot of potential energy.
7. Hydro wall – a series of activities including a wave machine and a pelton water wheel highlighting the power of water.

3. Hand Crank Scalextric - A full size Scalextric racetrack where visitors can power up to 4 slot cars by turning hand crank generators positioned around the outside of the track. There is a lap counter in the middle of the circuit. Intended to highlight that kinetic energy from your body can be converted to electricity to power model cars.

1. Take the lift up to Floor 3
2. Bendy Microscope - A wall-mounted exhibit that allows visitors to view and record images of their skin from a hand-held microscope. It consists of a video microscope, touchscreen and barcode scanner. The microscope is attached to the wall by flexible tubing and sits in a cradle when not in use.
3. Virtual autopsy - An exhibit that allows visitors to explore the inside of three humans through medical visualisation tools. It consists of a 55” multitouch screen mounted at an angle against a wall. The scans were taken of real people using Computed Tomography (CT) technology.
4. How fast can you sprint - A sprint track that visitors use to measure the time it takes them to travel the 5-metre distance between the start and finish line. It consists of one lane of athletics-grade matting, a vertical crash mat at the end, a barrier along the side, touchscreen at start, display screen above crash mat, results touchscreen beside crash mat, speaker and two barcode scanners. The results are taken by two light gates and a video camera above the sprint track.
5. Heart ECG - A table-top exhibit with seat that allows visitors to measure and record the electricity of their heart. It consists of an armchair, touchscreen, barcode scanner, and a wall-graphic about the heart. The armchair has three metal sensors: a flat sensor where the visitor sits and a ‘dome’ sensor on each armrest.

Physical Impairment

1. Go to the Ticket Desk to get your ticket

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* Please note this is available on a first come first serve basis.

1. Take the lift up to Floor 1
2. Visit the Planetarium
3. Walk through The Hive area surrounding the Science Show Theatre, down to The Big Explorer area
4. Take the lift up to Floor 2
5. Nuclear energy area – a series of activities and displays on nuclear energy, including a chain reaction demonstrator.
6. Fundamentals wall – the fundamentals wall contains a series of displays containing information about various forms of power.
7. Hand Crank Scalextric - A full size Scalextric racetrack where visitors can power up to 4 slot cars by turning hand crank generators positioned around the outside of the track. There is a lap counter in the middle of the circuit. Intended to highlight that kinetic energy from your body can be converted to electricity to power model cars.
8. Take the lift up to Floor 3
9. Bendy Microscope - A wall-mounted exhibit that allows visitors to view and record images of their skin from a hand-held microscope. It consists of a video microscope, touchscreen and barcode scanner. The microscope is attached to the wall by flexible tubing and sits in a cradle when not in use.
10. Virtual autopsy - An exhibit that allows visitors to explore the inside of three humans through medical visualisation tools. It consists of a 55” multitouch screen mounted at an angle against a wall. The scans were taken of real people using Computed Tomography (CT) technology.
11. Whose brain is more relaxed? - An exhibit that allows two visitors to compete to be the most relaxed. It consists of a table, magnetic ball, two headbands containing EEG sensors, screen, start button, 3-layer flapper label and two moveable stools. The headband sensors measure the brainwaves of each visitor and compare them to calculate who appears more relaxed. The measurements are shown on screen and affect the position of the magnetic ball, which can move in a straight line between the visitors on the table. The ball is moved by a computer-controlled magnet under the table.

Autism

1. Go to the Ticket Desk to get your ticket
   * Visitors with autism do not have to queue during busy periods
   * Please speak to a member of staff on arrival and they will be happy to assist you
2. Take the lift up to Floor 1
3. Walk through The Hive area surrounding the Science Show Theatre
4. Walk down by the windows making sure to take the amazing views of Glasgow, towards The Big Explorer area
5. Take the lift up to Floor 2
6. Energy footprint – measure your carbon footprint using this interactive display quiz.
7. Hydro wall – a series of activities including a wave machine and a pelton water wheel highlighting the power of water.
8. Hand Crank Scalextric - A full size Scalextric racetrack where visitors can power up to 4 slot cars by turning hand crank generators positioned around the outside of the track. There is a lap counter in the middle of the circuit. Intended to highlight that kinetic energy from your body can be converted to electricity to power model cars.
9. Take the lift up to Floor 3
10. Bendy Microscope - A wall-mounted exhibit that allows visitors to view and record images of their skin from a hand-held microscope. It consists of a video microscope, touchscreen and barcode scanner. The microscope is attached to the wall by flexible tubing and sits in a cradle when not in use.
11. Virtual autopsy - An exhibit that allows visitors to explore the inside of three humans through medical visualisation tools. It consists of a 55” multitouch screen mounted at an angle against a wall. The scans were taken of real people using Computed Tomography (CT) technology.
12. How fast can you sprint - A sprint track that visitors use to measure the time it takes them to travel the 5-metre distance between the start and finish line. It consists of one lane of athletics-grade matting, a vertical crash mat at the end, a barrier along the side, touchscreen at start, display screen above crash mat, results touchscreen beside crash mat, speaker and two barcode scanners. The results are taken by two light gates and a video camera above the sprint track.