In My Way

Quick Tips for Live Music Accessibility

Music lovers are people of all abilities, and creating a welcoming, accessible and inclusive environment encourages your local music scene to become a space for everyone.

The following tips are far from exhaustive, and it's always highly recommended that you seek the advice of professional accessibility consultants, occupational therapists – and most importantly – patrons with lived experience of disability within your community, before embarking on making any major adjustments to your space.

→ LIGHTS

Employing a Stage lighting policy in place for all regular and visiting lighting and vision engineers is very important, as effects such as strobing, fast flashing or quickly changing lighting or on screen visuals can negatively affect both audiences and performers who may experience epilepsy, migraines, sensory sensitivity or other physiological or cognitive differences.

3 or less

flashes per second

5 sec max

flashing duration

Avoid

repeating patterns

Displaying a warning message prior to any live sets with dynamic lighting or visual content is important, so that patrons who may have sensitivities can choose how they will engage safely with the show.



→ SOUND

Wherever you can, try to ensure that speaker stacks are not facing directly towards audience members in the front of the room, or create a physical space between the speakers and audience. Offer free earplugs at the entrance or bar, in a prominent and ideally self serve set up, able to be reached from a seated position.

→ FACILITIES

Service counters such as bars should be accessible from a seated position - ideally, no higher than 1000mm. If this is not possible due to existing infrastructure, service staff should be ready to assist patrons by offering to take their order or hand their drinks and food directly on the public side of the bar, rather than reaching over the counter.

Offering extra assistance and waiting for direction from a patron is important to maintain respect for their autonomy.

