

# National Museum of the Marine Corps



## Sensory Map

Welcome! Please use this sensory map of the Museum to navigate the galleries. The map includes information about light, sound, and smell for both levels of the Museum.

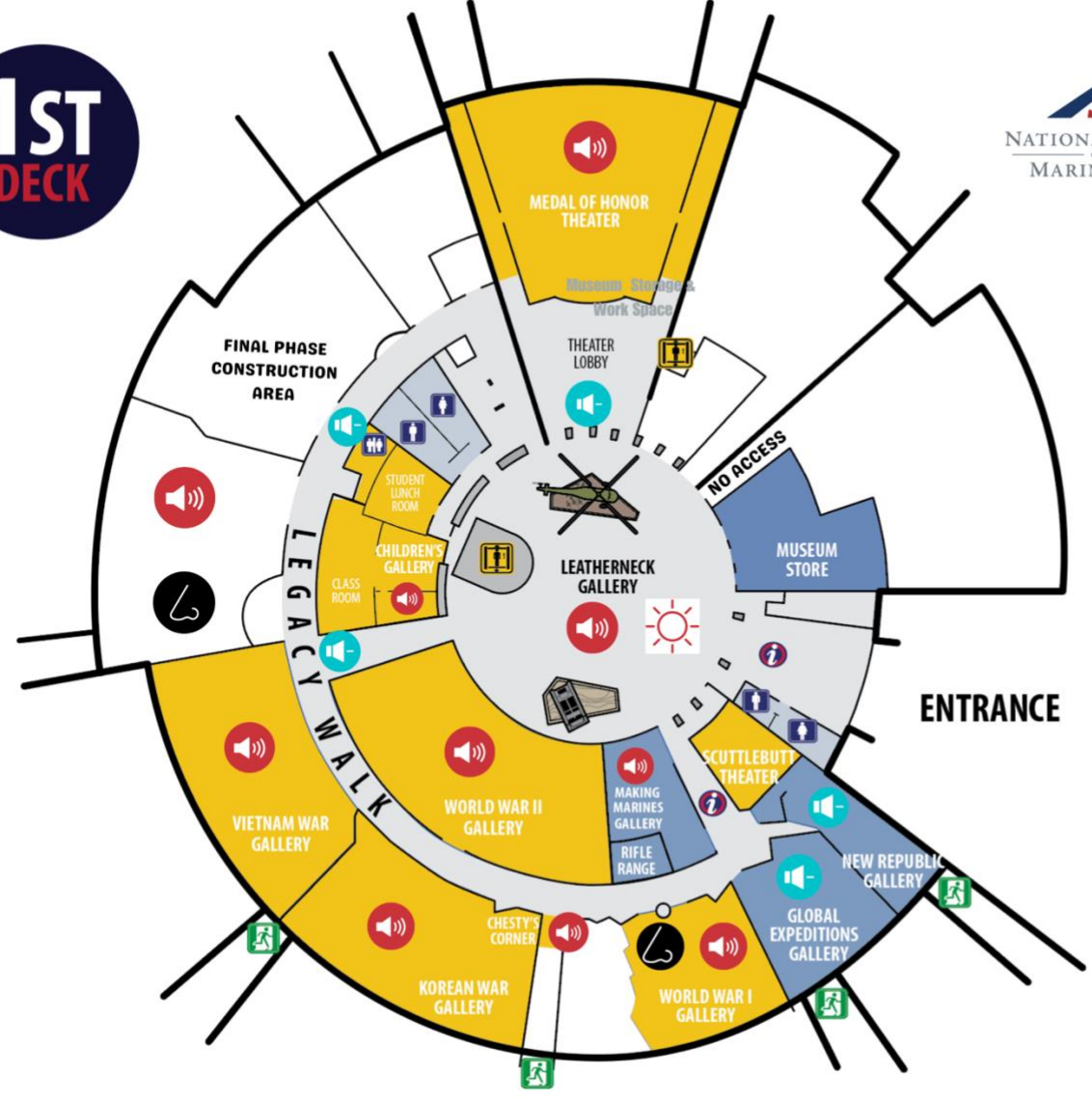
Things you should know when you visit the Museum:











- Both theaters include dramatic films that contain flashing lights and loud audio.
- There are loud recorded sounds including narrations, Marines yelling, and gunfire, as well as, flashing lights that simulate battle in the WWI, WWII, Korean War, and Vietnam War galleries.
- The WWI, WWII, Korean War, and Vietnam War Gallery have immersive exits that simulate battles and are meant to stimulate your sight, hearing and touch senses.
- A scent cannon emits smells of gunfire in the WWI Gallery.
- All restrooms include automatic toilets and towel dispensers.
- In 2021, there may be loud noises and smells of welding from the Final Phase Galleries that are under construction near the end of the Legacy Walk Gallery and the Final Phase overlook.
- Visitors may borrow noise-canceling headphones or disposable earplugs from the front desk to use during your visit.
- If you need a quiet space, please visit one of our three family bathrooms on the 2nd deck. The bathrooms include a chair, sink, toilet, and changing table.
- If you need assistance or advice on how to navigate the museum, please contact a Hospitality Ambassador, docent, security personnel, or staff member.
- Need a quieter time to visit? Ask our staff members about our History In Your Hands early morning program. Reservations are required. Please request a spot at [info@usmcmuseum.com](mailto:info@usmcmuseum.com).

**1ST DECK**

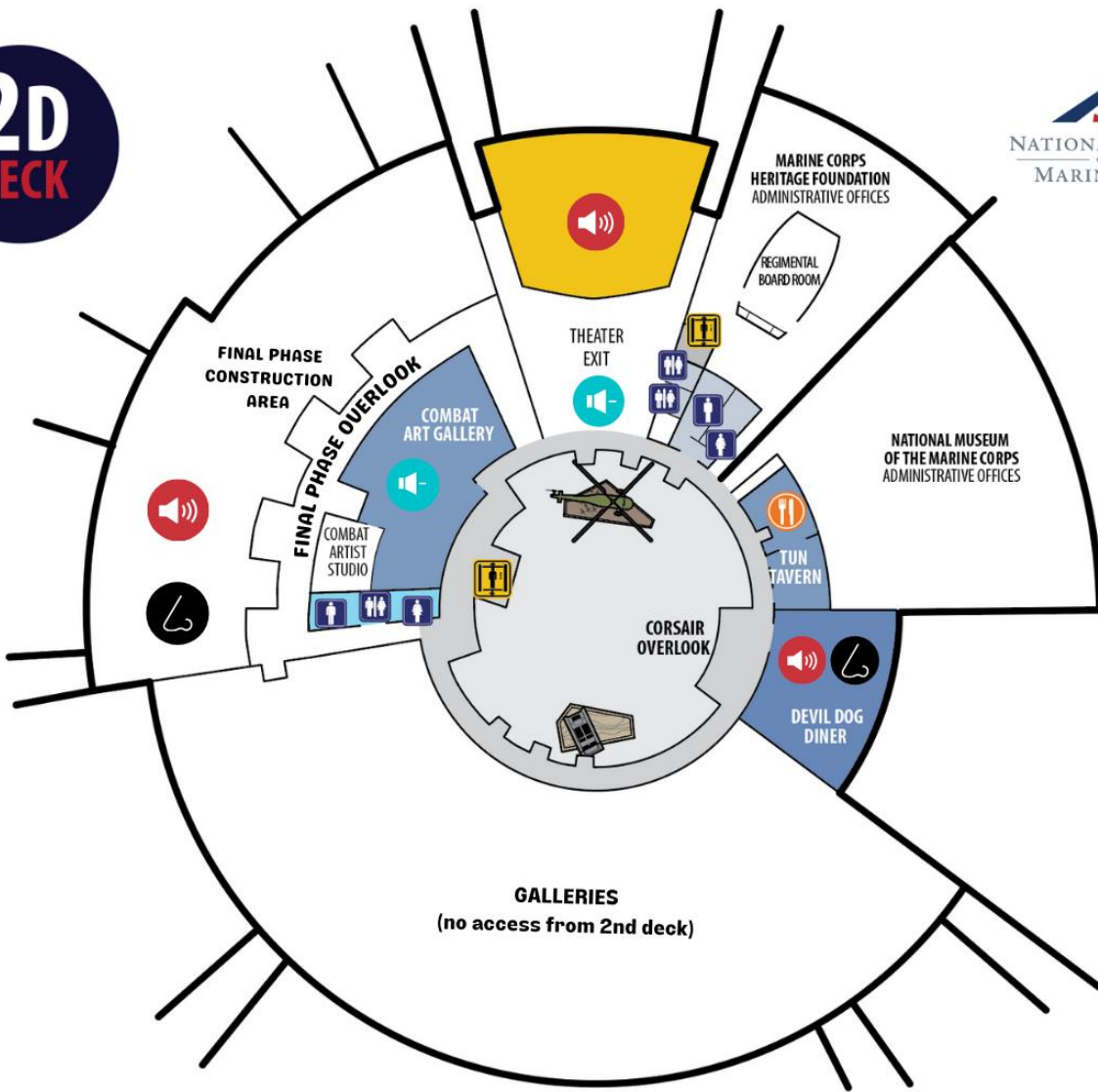


# Sensory Map



-  Natural Light
-  Bright Flashing Light Area
-  Normal Light Area
-  Louder Area
-  Quieter Area
-  Strong Smell Area
-  Information
-  Family Restrooms
-  Restrooms
-  Emergency Exit

# 2D DECK



## Sensory Map



Natural Light



Bright Flashing Light Area



Normal Light Area



Louder Area



Quieter Area



Strong Smell Area



Information



Family Restrooms



Restrooms



Emergency Exit