ACTIVATIONS
SENSORY GUIDE

29th November 2023
# MILD SENSORY IMPACT

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
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</table>
| ![Eye](image) | • Colourful artworks with strong impact  
  • Screen with visual content |
| ![Headphone](image) | • Description of the visual artwork to be provided via audio  
  • Mild sounds |
| ![Thermometer](image) | • Air conditioning is pleasant yet may be drastic difference from outside |
| ![No Scent](image) | • No scent |
| ![Nothing Tactile](image) | • Nothing tactile |
| ![Air Conditioner](image) | • No uneven terrain  
  • Busy floor |

![Reference Image](image)

**Map Location - B1**

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MILD SENSORY IMPACT

- Colourful artworks with strong impact
- Screen with visual content
- No audio
- Air conditioning is pleasant yet may be drastic difference from outside
- No scent
- Nothing tactile
- No uneven terrain
- Busy floor

Map Location - B1

Reference Image
MILD SENSORY IMPACT

- LED video content experience
- No audio
- Air conditioning is pleasant yet may be drastic difference from outside
- No scent
- Nothing tactile
- No uneven terrain
- Busy floor
MILD SENSORY IMPACT

- LED video content experience: 2
- No audio: 0
- Air conditioning is pleasant yet may be drastic difference from outside: 1
- No scent: 0
- Nothing tactile: 0
- No uneven terrain: 0
- Busy floor: 0
MILD SENSORY IMPACT

- Colourful artworks with strong impact
- Screen with visual content that tells the Nature Footprints story
- Description of the visual artwork to be provided via audio
- Mild sounds
- Air conditioning is pleasant yet may be drastic difference from outside
- No scent
- Nothing tactile
- No uneven terrain
- Busy floor

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**FEDERATION INTERNATIONALE DE L'AUTOMOBILE**  
DEC SOUTH (B1)

### HIGH SENSORY IMPACT

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<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>2</td>
<td>LED video content experience</td>
<td>No audio</td>
</tr>
<tr>
<td></td>
<td>Interactive touchscreen to explore the FIA app</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>No scent</td>
<td>Nothing tactile</td>
</tr>
<tr>
<td>1</td>
<td>Air conditioning is pleasant yet may be drastic difference from outside</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td>No uneven terrain</td>
</tr>
<tr>
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Google Arts & Culture and NASA are collaborating on an online tool and physical art installation with artist Yiyun Kang, in partnership with the UNFCCC. “Passage of Water” is an immersive experience that leverages historical data from NASA’s GRACE satellites and new high-resolution data from NASA’s SWOT mission to illustrate how climate change is impacting Earth’s water cycle.

- An interactive experience that involves 2/3 projectors that contain motion driven content
- High contrast visuals
- Intense lighting impact
- No scent
- Interactive gaming experience
- No uneven terrain
- Ramp and lift access
- Medium volume supporting music
- Sudden changes in sound
- Air conditioning is pleasant yet may be drastic difference from outside

PASSAGE OF WATER AT COP28 - YIYUN KANG AND GOOGLE ARTS & CULTURE IN PARTNERSHIP WITH NASA.
GLOBAL CLIMATE ACTION HUB (B7 – BUILDING 93)
HIGH SENSORY IMPACT

- "Maternal and Child Healthcare Center" experiential walk-through and virtual reality with audio visual communication and sensory augmentation elements.
- Entering the experience through the transition space, starting in pitch dark
- Medium volume supporting music
- Sudden changes in sounds
- Air conditioning is pleasant yet may be drastic difference from outside
- No scent
- Nothing tactile
- No uneven terrain
- Ramp access

Reference Image

Map Location – B2
HIGH SENSORY IMPACT

• Very calm interior

1

• Designed by British artist Michael Pinsky, each pod simulates a specific level and type of air pollution, allowing people to feel, taste and smell the environments that are the norm for most of the world’s population.

4

• Interactive touchpoints

1

• Medium volume supporting music

2

• Temperature controlled spaces

4

• No uneven terrain

0

POLLUTION PODS AT COP28
SQUARE AREA (B5)
GE VERNOVA EXPERIENCE
(B4)

HIGH SENSORY IMPACT

1. One screen inside the booth "The Wonders of Wind"
2. Medium volume supporting music
3. No scent
4. Interactive touchpoints
5. No temperature changes – outdoors activation
6. The installations "3" and "X" are platforms that need stepping up onto. Once on the surface, they are smooth and even.
7. Stepping up needed to get into the VR experience area.
Experience is everything