

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

DJ's Dizzy Disco Spin

Chuncheon, South Korea

ISD#10370

TOUCH



4

TASTE



0

SOUND



3

SIGHT



3

SMELL



1

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- Riders must sit in seats
- Riders can somewhat adjust the experience by turning the steering wheel
- Potential for dizziness as ride spins
- Low impact on this sense
- Potential for close proximity/shared space with other visitors
- Sound and loudspeaker are used as part of the experience
- Outdoors/natural lighting
- Riders may get dizzy as scenery rushes and ride moves in a circular motion
- Low impact on this sense

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RTICIPANT GUIDELINES



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **LEGO® Creative Workshop** Chuncheon, South Korea ISD#10371 **TOUCH TASTE SOUND SIGHT SMELL** © IBCCES ALL RIGHTS RESERVED · Low impact on this · Low impact on this · Potential for close • Indoors/ overhead Play at your own proximity/shared space with other lighting/some natural lighting pace sense sense Opportunity to visitors • Some bright colors/lights interact, build, and Guided activity more May be in close proximity to other guests © IBCCES ALL RIGHTS RESERVED

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

LEGOLAND® Express

Chuncheon, South Korea

ISD#10372

TOUCH



1

TASTE



0

SOUND



4

SIGHT



2

SMELL



1

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- Riders sit in the train car as it moves slowly around the track
- May be in close proximity to other guests
- Low impact on this sense
- Potential for close proximity/shared space with other visitors
- Background music, train sounds, and loudspeaker present
- Outdoors/natural light
- Some bright colors
- Low impact on this sense

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RTICIPANT GIIIDEI INES

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) Dragon Coaster Chuncheon, South Korea

TOUCH

4

Riders are seated

with a lap bar

• Sensations as ride dips and turns

TASTE



0

• Low impact on this sense

SOUND



3

- Potential for close proximity/shared space with other visitors
- Background music and sound

SIGHT



3

- Outdoors/natural lighting
- Bright colors
- Changing views as ride moves along the track

SMELL

ISD#10373



1

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Low impact on this sense

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STICIPANT GUIDEI INES

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Castle Tot Spot

Chuncheon, South Korea

ISD#10374

TOUCH



4

TASTE



0

SOUND



3

SIGHT



3

SMELL



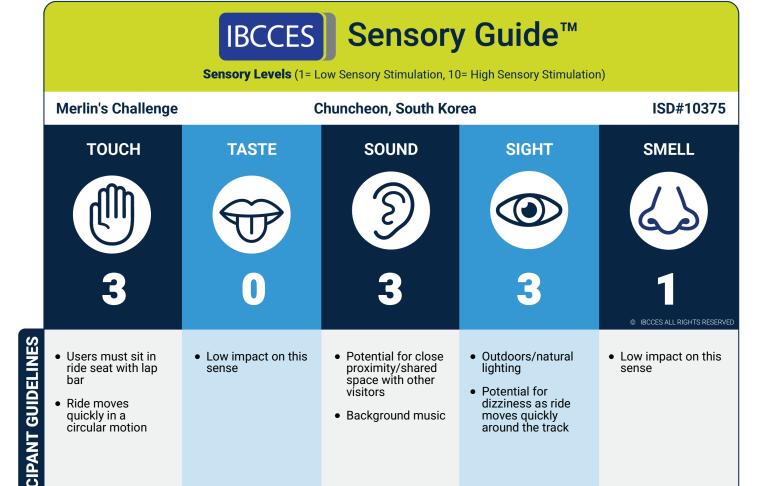
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- Plat at your own pace
- Visitors can climb, crawl, and play on a variety of structures and play areas
- Low impact on this sense
- Potential for close proximity/shared space with other visitors
- Indoor space can be loud if crowded
- Indoors and some natural lighting
- Bright colors, engaging areas
- Life size models of LEGO® DUPLO® characters are featured throughout the area
- May notice a scent from play equipment

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STICIDANT GILIDEI INES



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

LEGO® NINJAGO® The Ride

Chuncheon, South Korea

ISD#10376

TOUCH



4

TASTE



0

SOUND



8

SIGHT



8

SMELL



1

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- Users sit in ride with lap bar
- 3D glasses must be worn for full experience
- Visuals stimulate sensation of movement, ride itself also has limited movement
- Low impact on this sense
- Potential for close proximity/shared space with other visitors
- Music and sound are heavily featured as part of the attraction
- Queue features lights, music and digital screens
- Strobe lights, bright lights, colors, engaging visuals and graphics as part of 3D experience
- Transitions/ contrast between bright light and darkness
- Low impact on this sense

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TICIPANT GUIDELINES

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Splash Battle

Chuncheon, South Korea

ISD#10377

TOUCH



6

TASTE



2

SOUND



3

SIGHT



2

SMELL



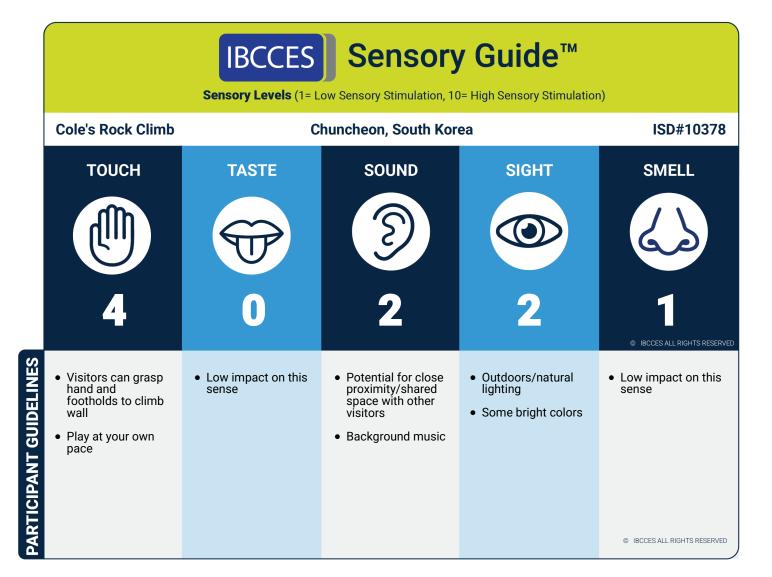
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- Riders will get wet
- May be in close proximity to other guests
- Riders can crank a wheel to shoot water cannons
- Low impact on this sense
- May get water in mouth
- Potential for close proximity/shared space with other visitors
- Water splashes, background music, and noise from other visitors
- Outdoors/natural lighting
- Scenery changes as ride slowly moves along the track
- Low impact on this sense
- May have a slight scent of water or chlorine

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STICIPANT GUIDELINES



IBCCES Sensory Guide™ Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Jay's Lightning Drill

Chuncheon, South Korea

ISD#10379

TOUCH



TASTE



SOUND



SIGHT



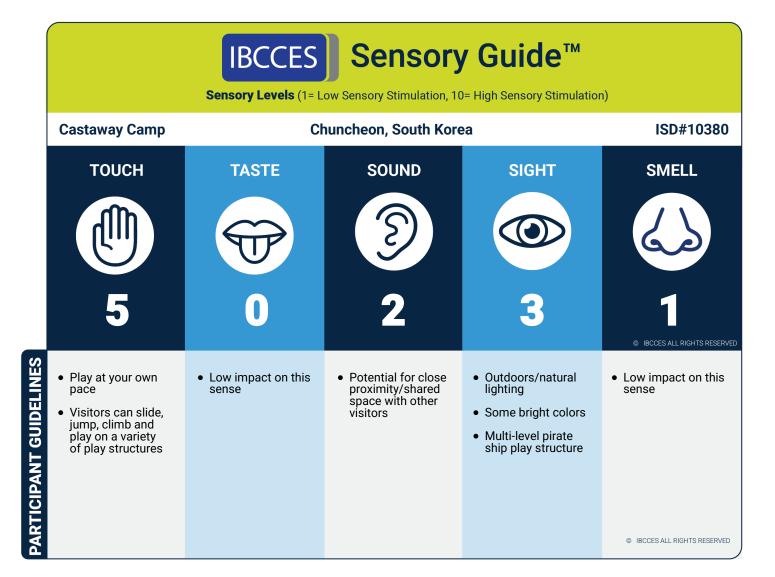






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- Visitors tap and interact with structure
- May be in close proximity to other guests
- · Plat at your own pace
- · Low impact on this sense
- · Potential for close proximity/shared space with other visitors
- Some sound features
- Outdoors/natural lighting
- · Some bright colors, light-up and interactive elements
- · Low impact on this sense



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

LEGO® CITY Airport Chuncheon, South Korea ISD#10381 **TOUCH SIGHT SMELL**

TASTE



SOUND





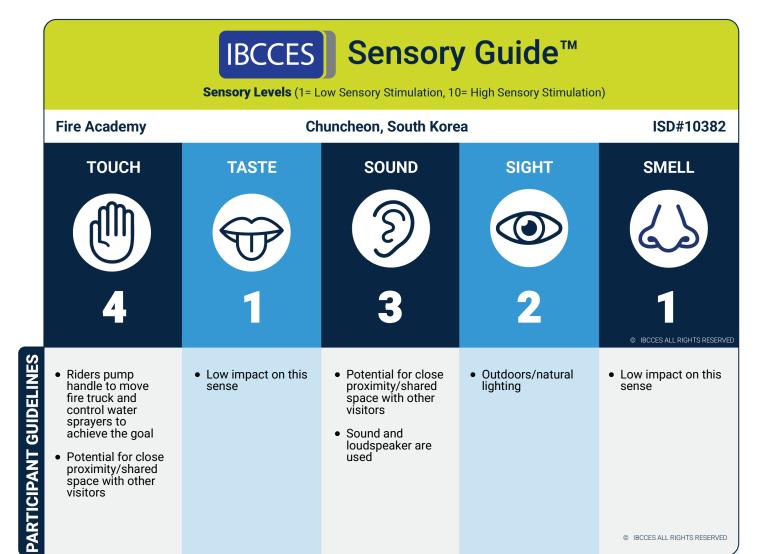




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- Users must sit in aircraft cabin seat with lap bar
- Ride moves quickly in a circular motion, cabins ascending and descending periodically
- Low impact on this sense
- · Potential for close proximity/shared space with other visitors
- · Background music
- Outdoors/natural lighting
- Bright colors
- Potential for dizziness as ride moves quickly around the track

• Low impact on this sense





Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Merlin's Flying Machines** Chuncheon, South Korea ISD#10383 **TOUCH TASTE SOUND SIGHT SMELL** © IBCCES ALL RIGHTS RESERVED Riders sit with a · Low impact on this · Potential for close • Outdoors/natural · Low impact on this proximity/shared space with other lap belt sense lighting sense Riders can visitors somewhat adjust the experience by · Background music pedaling faster to increase height and sound © IBCCES ALL RIGHTS RESERVED

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Palace 4D Cinema

Chuncheon, South Korea

ISD#10384

TOUCH



4

TASTE



0

SOUND



4

SIGHT



5

SMELL



1

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- Visitors sit and watch a 4D show
- Effects may include physical aspects such as water, wind, etc.
- 3D glasses must be worn for 3D visual effects
- Low impact on this sense
- Potential for close proximity/shared space with other visitors
- Music and sound are featured as part of attraction
- Indoors/low lighting confined space
- Features large video screen with engaging visuals
- Transition from light to darkness

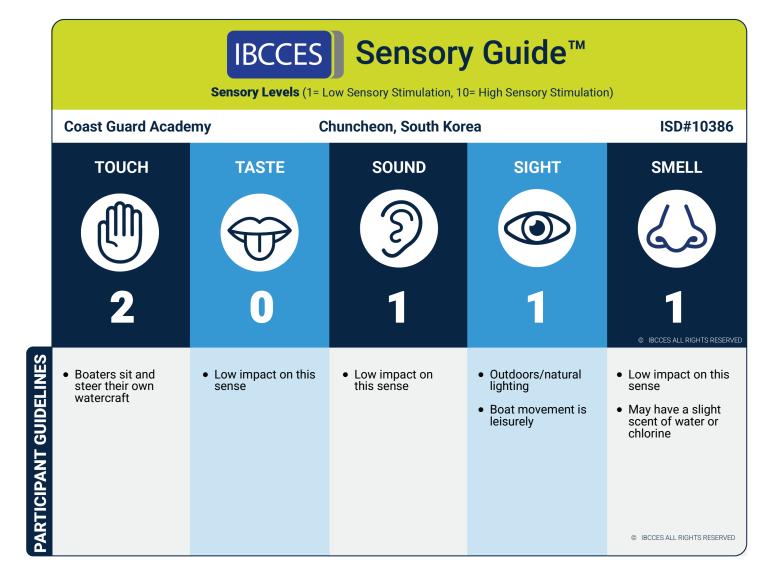
Low impact on this sense

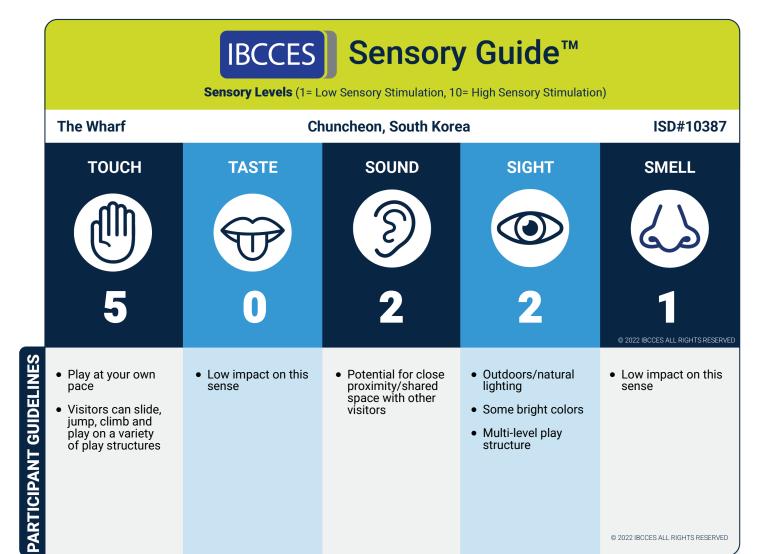


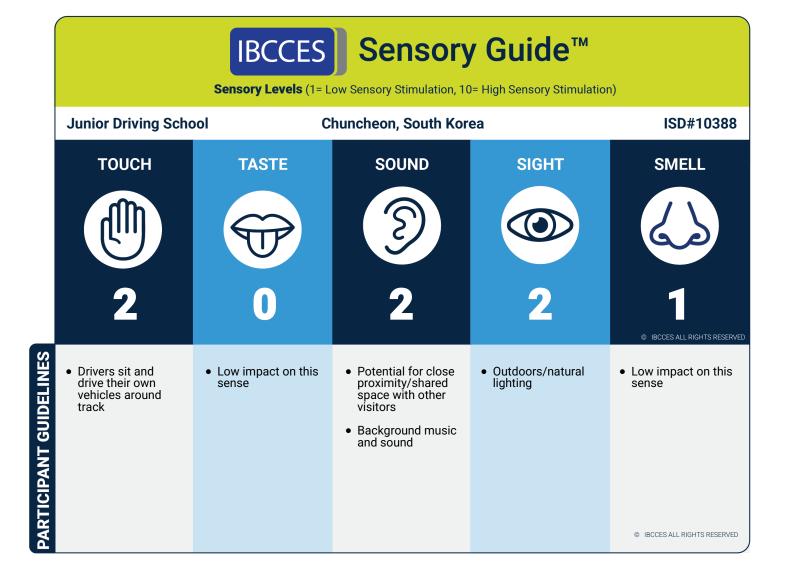
Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Wave Racers** Chuncheon, South Korea ISD#10385 **TOUCH TASTE SOUND SIGHT SMELL** © IBCCES ALL RIGHTS RESERVED • Low impact on this · Potential for close • Outdoors/natural Low impact on this Riders can sit or proximity/shared space with other stand sense lighting sense May get wet • Riders may get visitors dizzy as scenery rushes and ride • Riders can some • Sounds and what adjust the loudspeaker are moves in a circular experience by turning steering used as part of motion ride experience wheel • Ride spins quickly

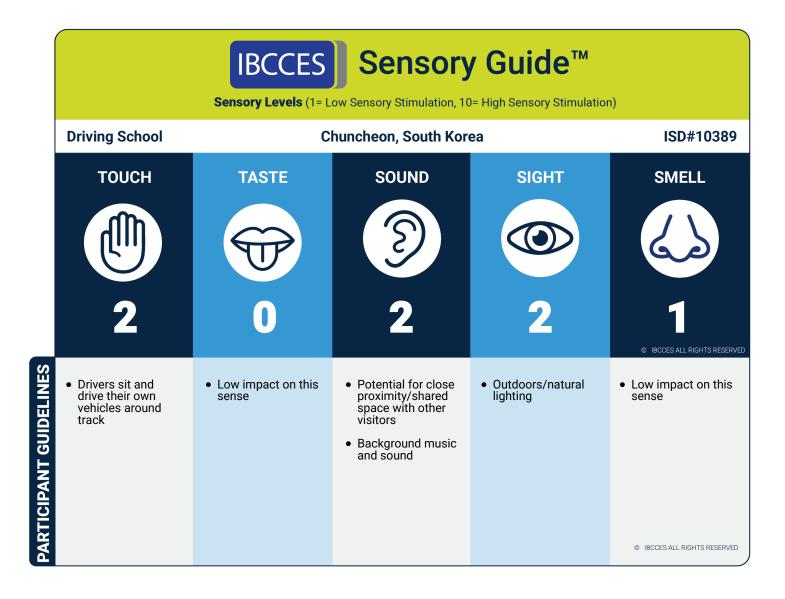
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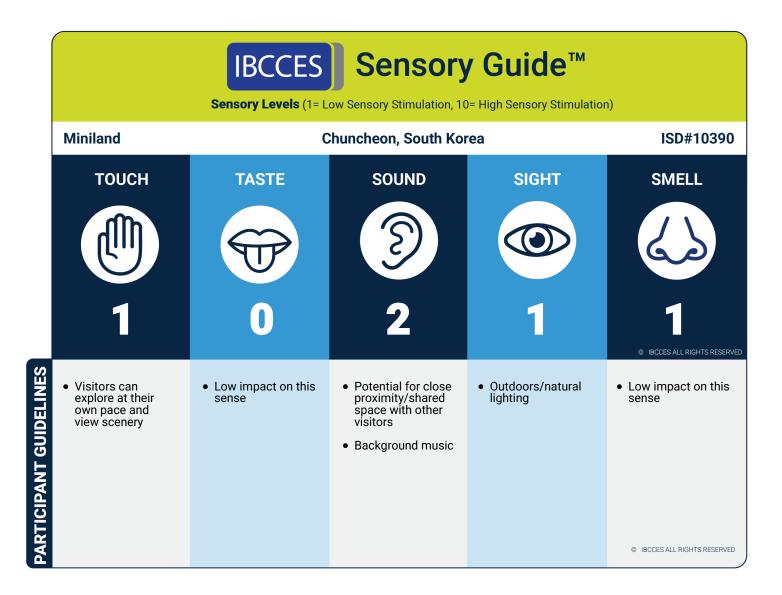
RTICIPANT GUIDELINES











Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Monkey Climb

Chuncheon, South Korea

ISD#10391

TOUCH



4

TASTE



0

SOUND



3

SIGHT



3

SMELL



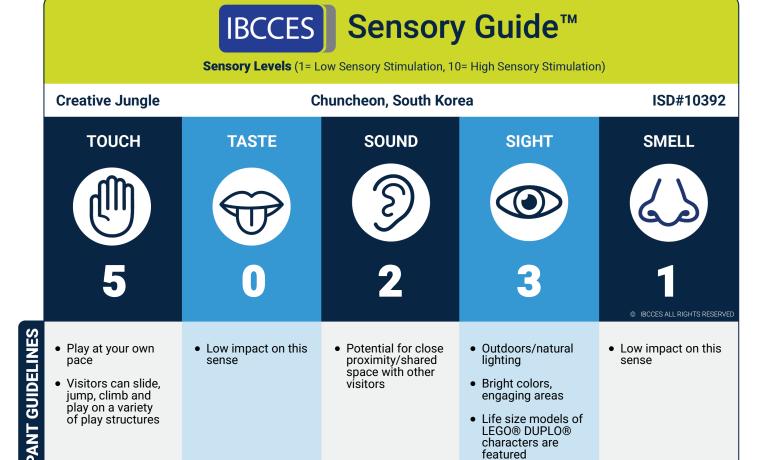
1

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- Riders are seated with a lap bar, feet hang free
- Riders use manual power to ascend to the top and let go of the rope to descend
- Must be able to grip the rope and have strength to pull the seat up
- Low impact on this sense
- Potential for close proximity/shared space with other visitors
- Noise from other riders
- Attendant uses loudspeaker to assist and communicate with riders
- Outdoors/natural lighting
- View from higher heights as ride raises and lowers
- Moves slowly in circular fashion as riders move up and down
- Low impact on this sense

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TICIPANT GUIDELINES



throughout the

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area

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

LEGO® CITY Police Build Experience

Chuncheon, South Korea

ISD#10393

TOUCH



TASTE



SOUND



SIGHT



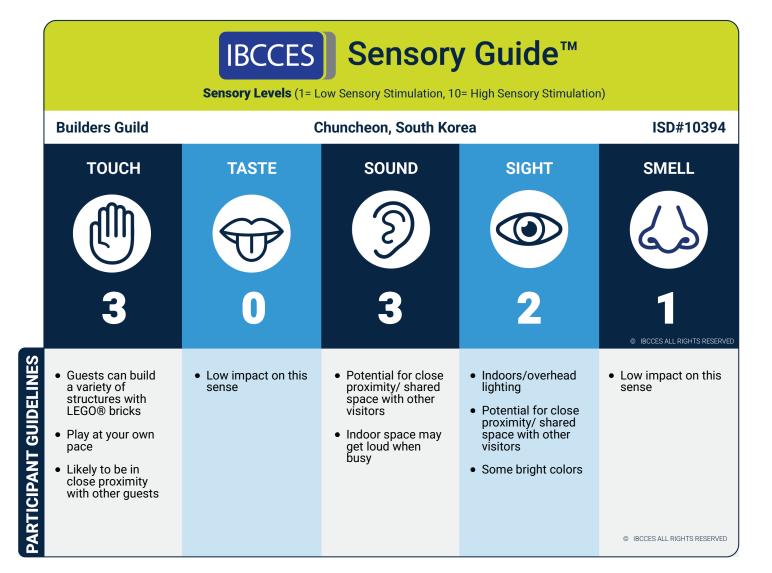
SMELL



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- Visitors can engage in a variety of handson building experiences with bricks
- Play at your own pace
- · Low impact on this sense
- · Potential for close proximity/shared space with other visitors
- Indoors lighting/ some natural lighting
 - Potential for close proximity/shared space with other visitors
 - Some bright colors/lights

 Low impact on this sense





Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Anchors Away Chuncheon, South Korea ISD#10395

TOUCH



TASTE



sense

SOUND



· Potential for close proximity/shared space with other

 Music playing in the background, noises from other riders.

visitors

• Outdoors/natural lighting

SIGHT

SMELL



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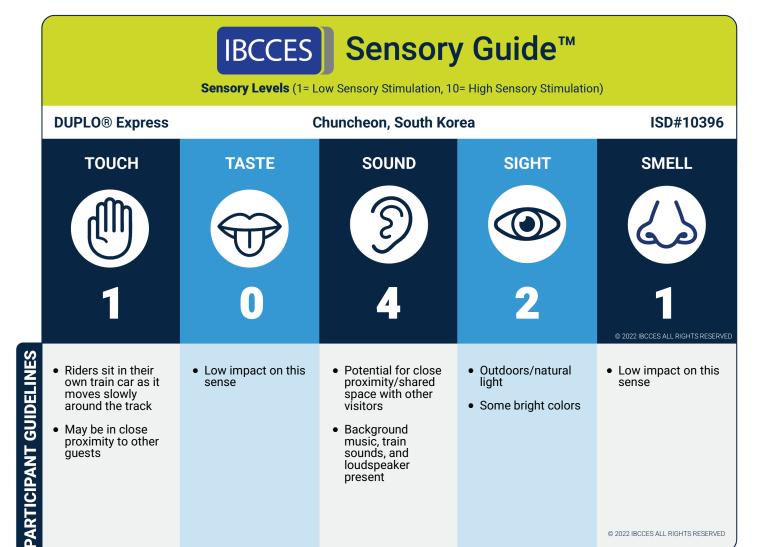
· Low impact on this

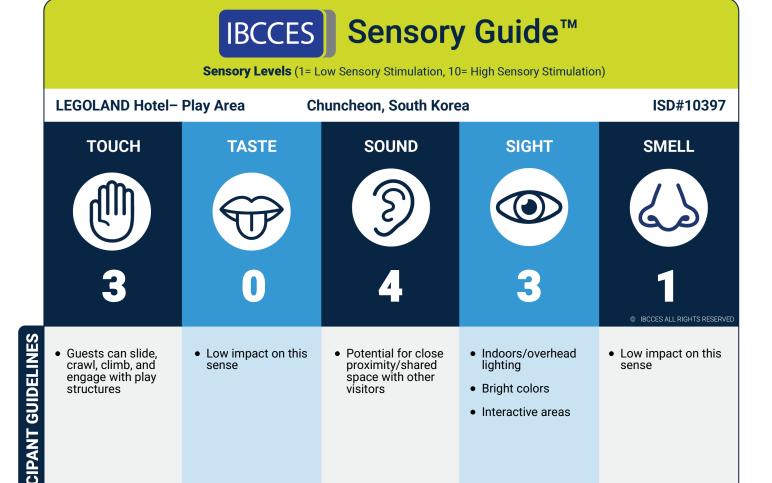
- with a lap bar Close proximity to
- other guests

Riders must sit

 Potential for dizziness as ride sways and rotates Riders may get dizzy- ride sways, rotates and reaches high heights

• Low impact on this sense





Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

LEGOLAND Hotel-Pool

Chuncheon, South Korea

ISD#10398

TOUCH



TASTE



SOUND



SIGHT



- Indoors/natural
- · Some bright colors,

SMELL



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- Guests can swim and play at their own pace
- · Low impact on this sense
- · Potential for water to get in mouth

· Potential for close proximity/shared space with other visitors

- lighting
- engaging areas
- · Low impact on this sense
- Scent of water or chlorine may be present

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PARTICIPANT GUIDELINES