

My visit to the Hunt Museum



Visual Story

Introduction

I will go to the Hunt Museum. It is in Limerick City and it displays a collection of unique objects.

When I am in the Museum, I will try to respect staff and other visitors.

I enter through the courtyard. There are two colourful horse statues there! There is sometimes a big colourful banner on the front of the museum building. It is used to advertise the museum's temporary exhibitions.



There are two sets of doors. When the green doors are open, I can enter.



Reception

The first room is the Reception area.

What I do in Reception

I walk to the blue desk. There is a member of staff behind the desk. They will help me and/or the person I am with to buy a ticket. I can ask them about any questions that I have.



There is an Accommodation Station, where I can borrow things that I might need, for example, ear defenders, dark sunglasses, folding stools and fidgets. I must return any items that I borrow at the end of my visit.



There is a Shop to buy gifts, such as jewellery and postcards.



The toilets and the Café are downstairs. The person behind the desk can help me to find them.

When I have bought my ticket and I am ready, I can take the lift to the 1st floor or I can use the stairs beside it.



Reception sensory profile

See: The Reception is a bright space. There is light from the large windows and spotlights on the ceiling. The floor and display units are white and navy. There are lots of colourful objects in the Gift Shop. There is a security TV above the entrance door which flickers. Anti-glare sunglasses can be borrowed from the Accommodation Station.

Hear: The Reception area can be loud. There can be people talking, noise from both the Café and the street, music and some people can hear a high-pitched electronic noise. There is a phone that can sometimes ring. Ear defenders can be borrowed from the Accommodation Station.

Smell: The Reception can have a lot of smells. There are smells of food from the Café. In some parts of the Gift Shop, there are smells from candles or soaps.

Prologue Room

What I do in the Prologue Room

At the top of the stairs or when I exit the lift, I press the wall mounted button to open the doors on the right. Once I enter them, I am in the museum's Permanent Collection and this room is called the Prologue Room.



In this room is a touchscreen, with information on many of the museum's objects. I can see where the objects are from on a map of the world or look at 3D digital models of the objects.



In this room there is also a Multisensory Station. I can sit at it and touch 3D printed models of objects on display. To hear people talking about these objects, I need to put the 3D prints on the brightly coloured electronic box and put on the headphones. If I don't want to do this, I can just look at or read about the objects.



There is a display case with drawers that I can open to see more objects!



Prologue sensory profile

See: There are two windows in the Prologue Room. There is a lot of natural light when it is bright outside.

Hear: In the Prologue Room, muffled noises from the streets can be heard. If it is warm in the Museum the double doors are sometimes kept open, and noise can be heard from Reception. Using headphones, information on objects can be heard at the Multisensory Station. The volume can be adjusted by twisting the control on the colourful electronic box. There is a creaky floorboard under the carpet near the Multisensory Station.

Touch: There are 3D-printed objects at the Multisensory station that can be touched. There is a digital touch screen which I can touch to find out information on objects.

1st Floor Gallery

What I do in the 1st Floor Gallery

I walk through the 1st Floor gallery.

There are a lot of objects on display! Some of them have QR codes. An example of a QR code is below.



I can scan these codes with my phone to see an online 3D model of the object.

The sections in this gallery are:

1. The Medieval World
2. Medieval Pottery
3. Decorative Arts

Medieval World



Pottery



And Decorative Arts.



Once I have visited every room on the 1st Floor, I can go up the Blue Stairs or take the lift beside them to continue my tour.

1st Floor Gallery sensory profile

See: There are windows on either side of the gallery, which means there is a lot of natural light. There are spotlights in the display cases and some on the ceiling. The light causes reflections on some of the objects and on glass surfaces. There are a lot of objects.

Hear: Some of the floorboards are creaky.

Captains' Room

What I do in the Captains' Room

The Captains' Room is a big room with a very high ceiling and several large windows on two walls. When it is bright outside, this room has lots of natural light. There are many paintings on the walls.



There is a huge cabinet with ceramic objects such as dishes and ornaments.



Sometimes, there are events on in this room.

Captains' Room sensory profile

Hear: A low rumbling noise, from a ventilation unit in the Blue Staircase, can be heard in the Captains' Room. There are faint sounds from the street outside, for example, the sound of cars and birds. Due to the high ceiling, this room can be echoey.

See: There can be a lot of natural light in the room. The objects in the cabinets are evenly lit with artificial light. Sometimes light from the windows cause reflection on the glass fronts of the big cabinets which hold ceramic objects.

Study Rooms

What I do in the Study Rooms

There are two Study Rooms. One is on the 1st Floor and the other is on the 2nd Floor.



The Study Rooms have big cabinets, full of objects which range greatly in size. Most of the objects need to be researched. That's why they're called the study rooms! I can open drawers to see more objects.



There are paintings on the walls of the study rooms. I cannot touch the paintings, as this might damage them.

Study Room sensory profile

Hear: The floorboards are creaky.

See: There are windows in the study rooms on both floors. Some light comes from there. The object cabinets are lit with spotlights. The cabinets are visually busy, with many objects including very small ones. Some of these have object labels, but some do not.

To leave the 1st floor to go to the 2nd Floor, I can take the blue stairs or lift. The noise of the ventilation system gets louder as I climb the stairs.

2nd Floor Gallery

What I do in the 2nd Floor Gallery

I walk through the 2nd Floor gallery.

There are a lot of objects on display! Some of them have QR codes. I can scan these codes with my phone or tablet to see a 3D digital model of them.

The sections in this gallery are:

Classical Archaeology



Prehistoric Ireland



The Hunts and Archaeology.



In the Classical Archaeology section, there is a screen that I can touch to get 3D models of the objects and more information on them.



When I am finished looking at the archaeology, I can go to the Jewellery Room.

2nd Floor Gallery sensory profile

See: There are windows on either side of this gallery, so there is some natural light. Spotlights are used in cabinets to light the objects. There are strong shadows around some of the objects, especially in the Prehistoric Ireland section. The light, especially from ceiling spotlights, can create reflections on the glass fronts of the cabinets. There are a lot of objects.

Hear: Some of the floorboards are creaky.

Touch: I can touch a screen to find out about objects.

Jewellery Room

What I do in the Jewellery Room

I can walk into the Jewellery Room from the 2nd Floor gallery. The Jewellery Room is a small room that shows the Hunt's jewellery collection. There are no windows.



Jewellery Room sensory profile

See: The Jewellery room has a few spotlights on the ceiling but most of the light comes from the object cabinets. The objects in these are evenly lit with very few shadows.

Feel: The room can sometimes feel a little warm and stuffy.

That is all on Floor 2. To exit it, I can use the Red Stairs. I must go down two flights, which will bring me to the Ground Floor Gallery.

Ground Floor Gallery

What I do in the Ground Floor Gallery

In the Ground Floor gallery, I can look at many religious objects.



There are a lot of statues. Some are not in cases, but I cannot touch them.



Ground Floor Gallery sensory profile

See: The space has natural light which comes from below street level windows. There are spotlights in the cabinets to light the objects and there are a few also mounted on the ceiling. These cause some reflection cabinets glass. There are a lot of objects to see.

Hear: Some of the floorboards are creaky. There are noises that can be heard from the street.

Crucifix Room

What I do in the Crucifix Room

The Crucifix room displays a collection of crosses, crucifixes and rosary beads. They were John Hunt's favourite thing to collect! There are a lot of different kinds from all over the world. There is also stained glass!



Crucifix Room sensory profile

See: The room has some natural light from windows, which look out into the Museum Garden. The objects are evenly lit using artificial light. There are a lot of objects.

Hear: Some of the floorboards are creaky. There are noises that can be heard from the street and the museum garden.

Treasury

What I do in the Treasury

The Treasury is a dark room with a lot of shiny metal Christian objects.



There is a touch screen that I can use to look at close-up images of an old painting called a triptych and to learn more about it.



There is also a touch screen I can touch to hear bell noises.

Treasury sensory profile

See: The room has dark walls and tiled floors. It has a high arched ceiling like you would find in a church. There are a few spotlights mounted on it. These cause some reflections on object cabinets and on metal objects. There are a lot of objects.

Hear: There are noises that can be heard from the street. There is a touch screen that, when touched, plays bell noises.

Epilogue Room

What I do in the Epilogue Room

The Epilogue Room is the last gallery in the Permanent Collection. It has painted designs which were used to create stained glass art. The museum's Contemporary Ceramics Collection is displayed here.



When I am finished in the Epilogue Room, I can put my Visitor Guide in the box provided. I then press the wall mounted button to open the door. I then leave the Permanent Collection.



Epilogue Room sensory profile

See: There are two large windows in the Epilogue Room so on bright days there can be a lot of natural light in here. There can be reflections on the glass of object cabinets. The largest one has white artificial light and the one in the middle of the floor has no built-in lighting.

Hear: There are creaky floorboards and there is nearly always sounds from the street outside.

Lower Ground Floor

What I do in the Lower Ground Floor

The Lower Ground Floor is downstairs from the Permanent Collection exit.



Visitor toilets, including a wheelchair accessible one, are on the Lower Ground Floor. I can use the toilet whenever I need to.



Also on the Lower Ground Floor is the temporary exhibition gallery. The exhibitions in here change a few times a year.

I can check the Hunt Museum's website before I come to the Museum to find out about the exhibition in here, or I can ask at the Museum Reception.



Creepy Crawlies Love/Hate is an example of a temporary exhibition.

Lower Ground Floor sensory profile

See: Only artificial light is used on this floor because there are no windows. The hallway is a well-lit space, with white walls and floors. Sometimes art is displayed in this area.

The light in the toilets is very bright.

The exhibitions in the temporary gallery space change every few months. It is lit with spotlights which causes the light to be bright in some areas and darker in others. Some people experience glare from these lights. Sometimes video is used in the exhibitions in this space.

Hear: The hand-dryers in the bathroom can be loud.

What is in the temporary exhibition space changes, but it may make noise. Sometimes I can use an electronic device and earphones to listen to stories about objects.

Smell: The bathrooms are kept clean, but there might be a smell of cleaning products.

There also may be a smell of food from the nearby Café.

Touch: Sometimes there are touch screens in temporary gallery exhibitions. I can touch these to find out about the objects on display. I must not touch museum objects that are not in cases. These will have a grey or red rope around them.

Café

What I do in the Café

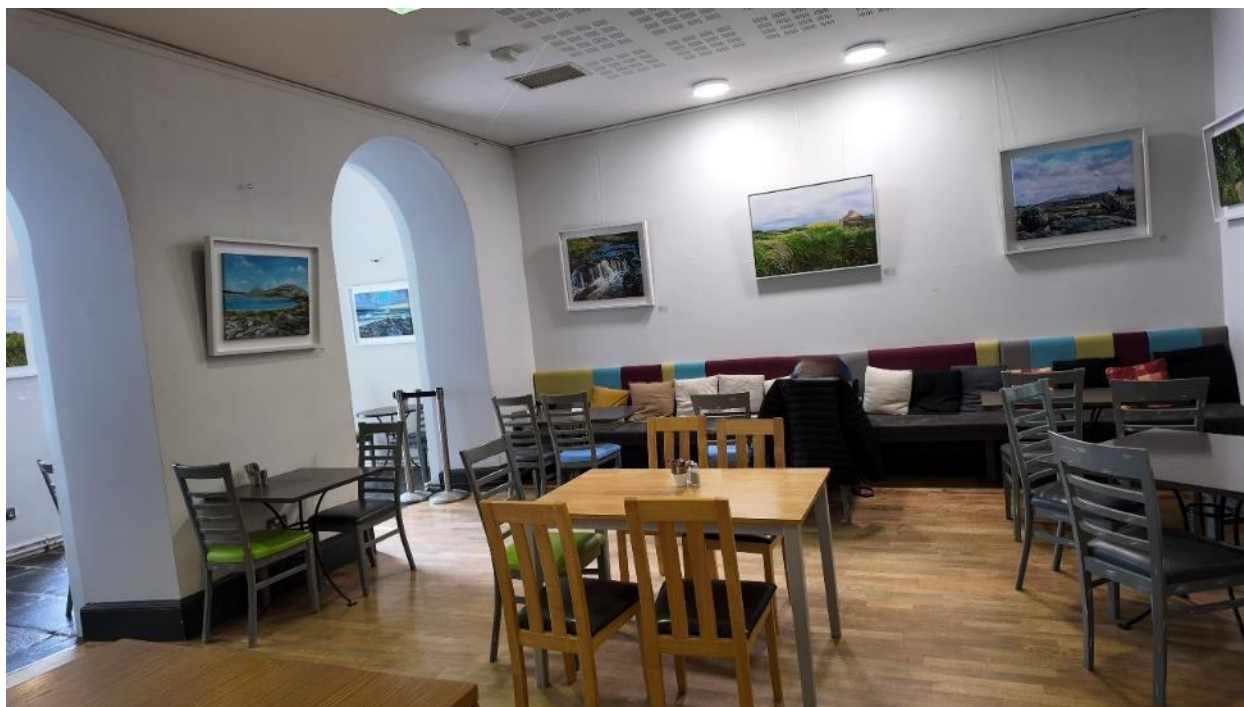
In the Café, I can order food and drink. Some of the food that is available is on display at the counter.



There is also a menu board with more food options.



I can sit down to eat and enjoy the view! However, I cannot bring in my own food or that I have purchased somewhere else.



Café sensory profile

See: The Café is lit with natural and artificial light. Natural light is strongest through the arches where there is floor to ceiling height windows. There is also a door through here which leads to the Museum Garden. There are many colourful cushions on the seats. Most of the time there are artworks displayed on the Café walls.

Hear: The Café can get busy at lunchtime (12pm to 2pm) and it can be very loud. Sounds of people using cutlery, eating, moving chairs and talking are common. There is sometimes soft music playing.

Smell: The Café can smell very strongly of food, depending on what is being served.

Taste: There is a selection of food and hot and cold drinks available in the Café. Staff can adapt food on request and plain food options are available.

Sensory Room

If I get overwhelmed at any time, I can use the Sensory Room on the Ground Floor, under the blue stairs and between the Treasury and the Education Wing.



The Sensory Room is a small space. I can stay in the seating area in its outer part, or I can crawl through the small door to enter the inner part.



The inner part has mirrors and colour-changing lights.



Docents

Docents are volunteer tour guides who know a lot about the Museum and the Collection! I can ask in Reception if there is docent who can give me a tour. If I see them in the Permanent Collection, I can ask them questions about objects or they can show me the way if I need help.



Docents wear a blue badge.



The End