







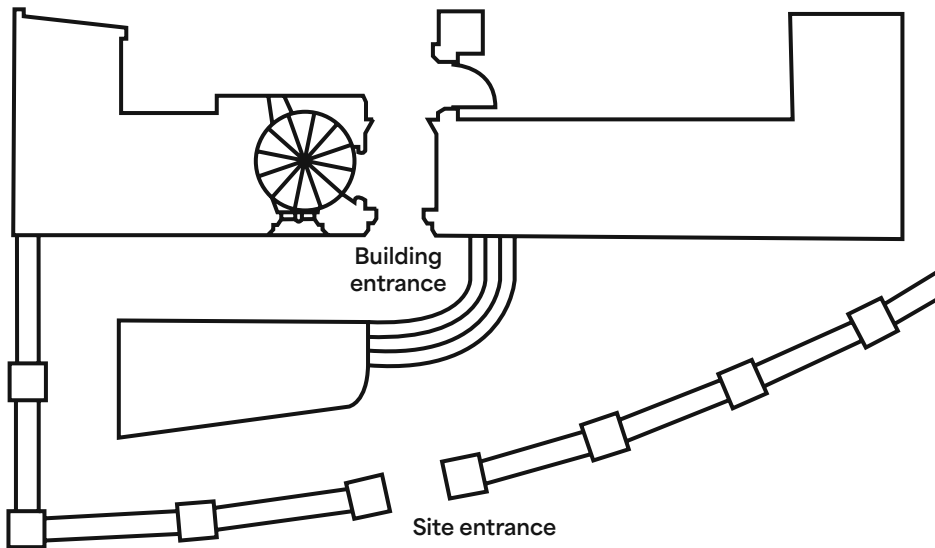


Visitor map

Hexham Old Gaol

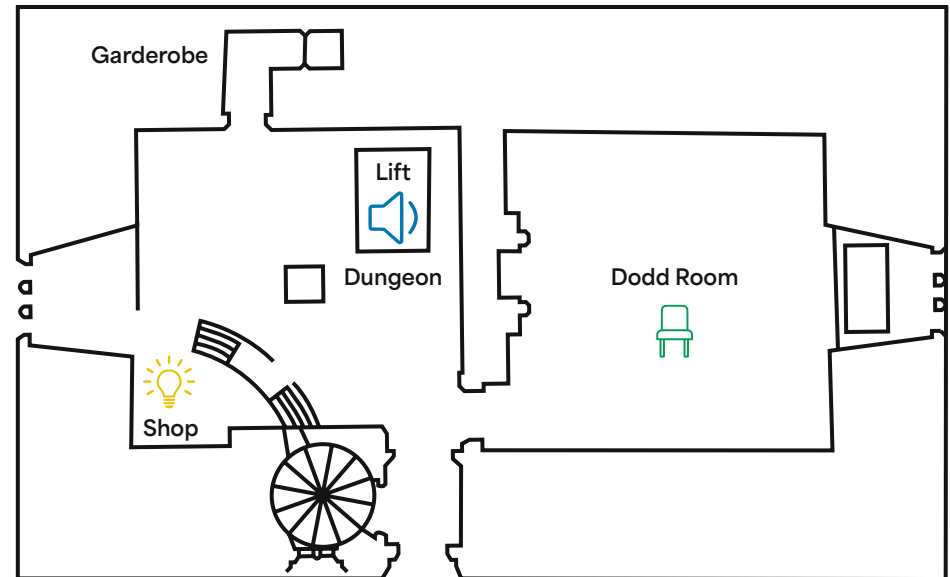
-  Sound playing
-  Loud noises
-  Touch-button sound
-  Smells
-  Dim lights
-  Bright light
-  Temperature changes
-  Seating

Outside



- Ramp access.
- Button-activated automatic door.

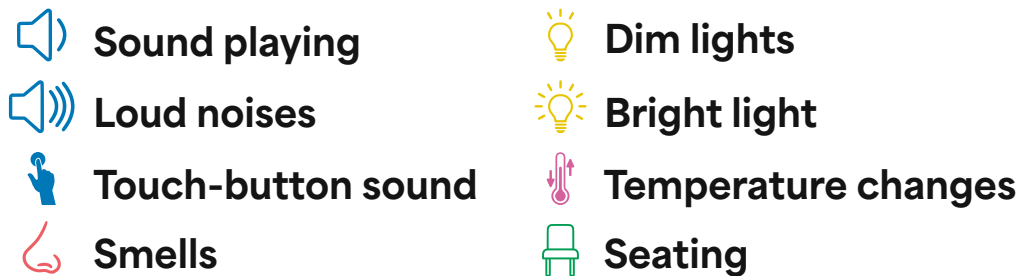
Ground Floor



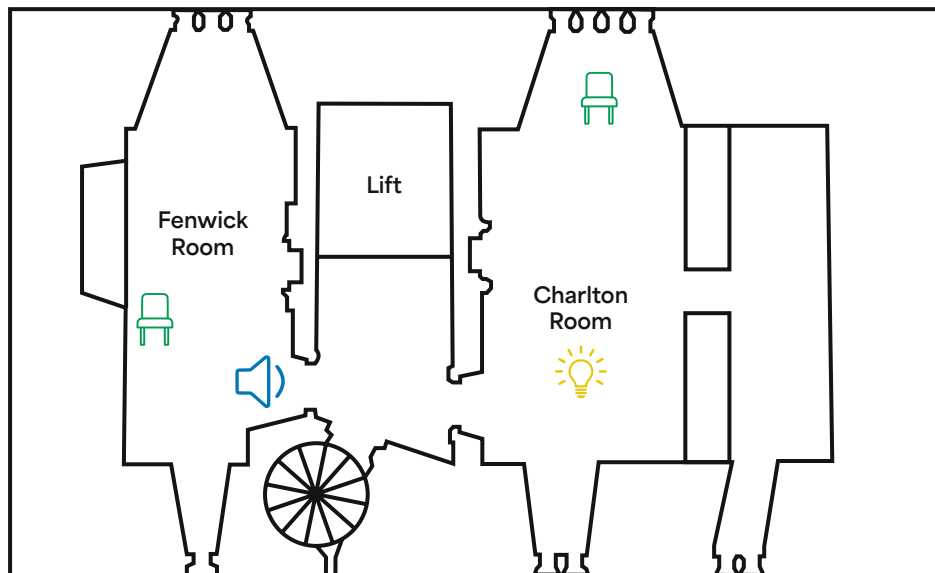
- Shop shelves have bright lighting.
- The Dodd Room has a tactile crime and punishment display.
- Audio in lift (automatic if the lift goes to the dungeon).
- Dungeon is dimly lit, but lift lighting stays on.

Visitor map

Hexham Old Gaol

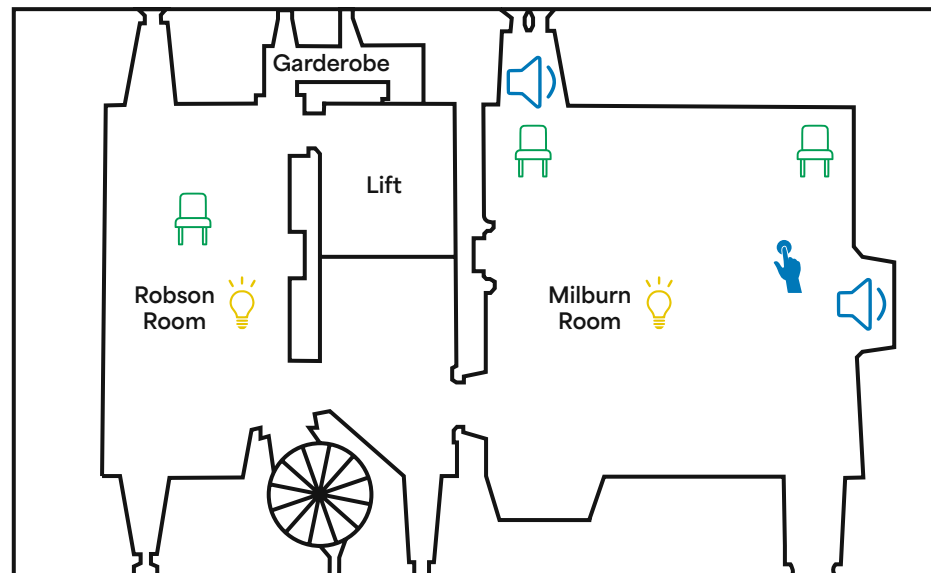


First Floor



- The Charlton Room has brighter lighting than the other rooms.
- Motion-activated audio starts when entering the Fenwick Room.
- Tactile map feature with buttons that light up when pressed.

Second Floor



- The TV in the Milburn Room runs film on loop, with low-level audio and subtitles.
- The Robson Room is a family activity room.