



Abraham Lincoln
PRESIDENTIAL LIBRARY AND MUSEUM

Pre-Visit Preparation Packet (Sensory Awareness)



ABEmazing^{experience}



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Museum Overview for Sensory Awareness

RED = HIGH STIMULUS, YELLOW=MEDIUM STIMULUS, GREEN=LOW STIMULUS AREAS



TICKET COUNTER (RED)

This space is where you will purchase your tickets to enter the museum. It can be crowded and loud at times. On occasion groups will gather here before exiting the museum. Please note you cannot enter the museum through the gift shop.



RESTROOM (YELLOW)

These are located at the front of the museum as well as in the back near our café space. All restrooms have a changing station, including the family one near the entrance. There are several stalls in each space. Restrooms near the front of the museum also have benches. Flushing, faucets, and hand dryers can be noisy.



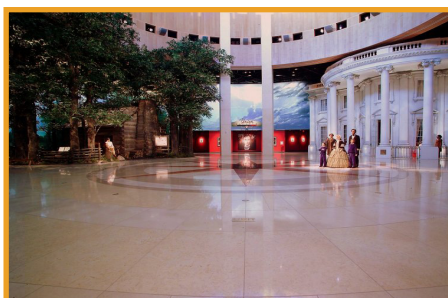
GIFT SHOP (RED)

This space can become crowded when groups are present in the building. It has wide spaces between displays and does have open spaces, if needed, to gather. Lines can get long at checkout and may take some additional time to get out of the shop, these can be bypassed however if no purchase is being made.



FIRST AID (GREEN)

Our First Aid room is located at the front of the museum. This will be the place to go if you need a quiet space. Ask a security guard for access.



MUSEUM PLAZA - WHERE YOUR EXPERIENCE BEGINS (YELLOW)

All exhibits start and end in the Plaza so you will always end up back in this space.

There are many friendly people who can help and answer your questions during your visit: volunteers, security guards, and staff members. Area can become crowded with guests.

Museum Experience is Self-Guided

You choose the order to experience these features.



TREASURES GALLERY (GREEN)

This gallery changes throughout the year, but exhibits are typically low sensory. Check with staff on the current exhibit.



ILLINOIS GALLERY (GRAY - VARIES)

This gallery changes yearly and exhibits can be low to high sensory. Check with staff on the current exhibit.



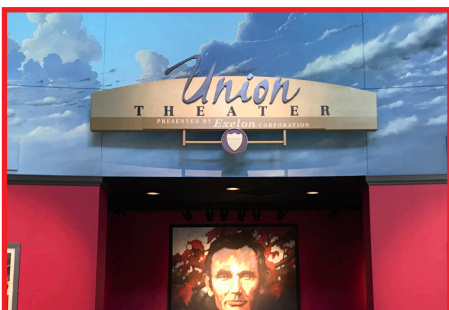
JOURNEY 1 – PRE-PRESIDENTIAL YEARS (SEE PAGE 3)

Journey 1 – The Pre-Presidential Years focuses on Abraham Lincoln’s journey from the backwoods of Kentucky to Washington, D.C. There are nine gallery spaces within this Journey. You will learn about how Abraham Lincoln learned, how he lived, his personal and family life, and his time as a presidential candidate in 1860.



JOURNEY 2 – THE WHITE HOUSE YEARS (SEE PAGE 5)

Journey 2 – The White House Years focuses on Abraham Lincoln’s time in Washington, D.C. as President of the United States. Unfortunately, his time in Washington was very sad. The nation was fighting with each other. There are 21 gallery spaces within this Journey. You will learn about many of President Lincoln’s friends in Washington, D.C. and experience many sad times with him.



UNION THEATER – LINCOLN’S EYES (RED)

The show takes 17 minutes to watch.

Lincoln’s Eyes is a theater presentation with layered projection screens and special effects. This show will tell you the story of Abraham Lincoln’s life. You can try to watch the show. You can leave anytime during the show if you need to. During the show, you can exit out the doors to your left if you need to leave.

You will hear loud noises, your seat will vibrate, and you will see flashes of light.



HOLAVISION THEATER® – GHOSTS OF THE LIBRARY (RED)

The show takes 9 minutes to watch.

Ghosts of the Library is one of the most talked-about attractions at the ALPLM and answers the question, “Why keep all this old stuff?” You will learn about the work that takes place at research libraries.

Thomas, a historian, is your guide during this show that has Holavision® special effects. You will see ghostly images during the show. The images will stay behind the glass wall in the theater. They look like fog and will appear and disappear.

You can try to watch the show. You can leave anytime during the show if you need to. During the show, you can exit out the doors to your right if you need to leave.

Journey 1 – Pre-Presidential Years

Areas listed in order of how you encounter them.

****There is audio bleed over throughout the entire Journey****



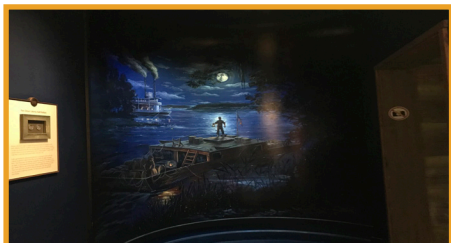
Outside the log cabin (YELLOW)

Lighting is bright, open space to walk. Audio: birds chirping, crickets, wood chopping. Floor becomes uneven.



Inside the log cabin (YELLOW)

Light level is low. Area can become crowded with guests. Audio: snoring, cricket chirp, fire, and music. Uneven floor continues in this scene.



On the River (YELLOW)

Light level is low. Audio: Water as if on a river, bleed over from adjacent rooms.



Slave Auction Block (RED)

Emotionally tough scene. Lighting is stark red. Audio: music and bleed over from adjacent rooms. Can be overwhelming. Do not touch or climb on the exhibit.



Berry-Lincoln Store in New Salem (YELLOW)

No audio track, floor creaks. Alarms will sound if you get too close to the counter or figures. Can become crowded with guests.



Life in Springfield/Abe & Mary (GREEN)

Lighting is dim. Audio: bleed over from adjacent rooms. Do not climb over rail, alarms will sound.



Lincoln-Douglas Debate (GREEN)

No drastic audio or lighting stimulus in this area. Audio bleeds over from adjacent scenes.



Law Office (YELLOW)

Area can become crowded with guests. Audio: consistent sound of kids laughing. Do not reach over the railing.



Campaign of 1860 - TV Control Room (YELLOW)

Light level is low. Area can become crowded with guests. Tactile items visitors can touch on the control console. Constant audio track of a news cast.



Lincoln's Farewell Address (YELLOW)

Light level is dimmed. Audio: Rain, train hissing and bleed over from adjacent scenes.



Exit of the Journey (YELLOW)

Exit of the journey returns to the uneven ground with a narrow path. Audio: chopping wood.

Journey 2 – The White House Years

Areas listed in order of how you encounter them.



White House Entrance (GREEN)

Lighting is bright, door can get congested depending on attendance. You may look at the figures but do not touch.



Dress Room (YELLOW)

Light level is dimmed. Area can become crowded with guests. Audio: ballroom type music. Alarms will sound if dresses are touched.



Fort Sumter (YELLOW)

Light level is low. Area can become crowded with guests. Audio: instrumental music.



The Whispering Gallery (RED)

Room is not square and can be disorienting. Audio: lots of voices talking over one another.



The Death of Willie (YELLOW)

Light level is low. Audio: ballroom music from behind Abraham, clock ticking on mantle.



The Lady in Black (YELLOW)

Light level is low. Temperature becomes colder in this area. Audio: sound of rain falling on a window.



The White House Kitchen (YELLOW)

Light level is low. Temperature becomes warmer near the stove. Audio: talking voices. Alarms will sound if items on counter or sink are touched.



Cabinet Room (YELLOW)

Lighting is bright, can become congested with big crowds. Audio: ticking clock. Room occasionally has an actor that will interact with guests.



Illusions Corridor (RED)

Can be visually and audibly overstimulating. Pictures change on both sides of the hall and audio is overlapping.



Shadow Play (RED)

Video behind Abraham changes colors and display. Audio: bleed over from the hallway prior, voices from video, whip/chain effects, imagery is hard to watch.



Halfway point of the journey (GREEN)

Place to exit if needed. NO alarm will sound if you go through the door.



Black Troops Go to War (YELLOW)

Light level is normal. This scene can be emotionally jarring. Audio: Bombs, music, and voices from adjacent rooms.



Soldier's Story/The War Gallery (YELLOW)

This room is split into two areas of focus. The video portion has music and bomb audio effects which can be startling. The picture wall is well lit and has tactile elements that allow visitors to select an image on a touch screen to learn more about it.



The Telegraph Office (GREEN)

This area is dim. Audio: sound of a telegraph machine, bleed over from previous room. Projection on the left wall moves.



The Gettysburg Gallery (GREEN)

This area is well lit. Audio: instrumental music. There can be an echo in the center of the room.



The Tide Turns (and Washington Celebrates) (GREEN)
This area is well lit. Audio: cheering and celebratory music.



Ford's Theatre (GREEN)
This area is dim. Audio: low volume lines from the play "Our American Cousin." Floor goes from carpet to wood. Room occasionally has an actor that will interact with guests.



The Funeral Train (YELLOW)
This area is dim. Can become congested. Audio: Train engine hissing, music bleed over from adjacent rooms.



Lying in State (YELLOW)
This area is dark. Audio: solemn music.



The Tomb (GREEN)
This area is dim. Audio: bleed over from the previous room.

Notes for your visit: _____

