



# Visual Story

*Visions of Nature AR Experience*

*at the Natural History Museum, London*



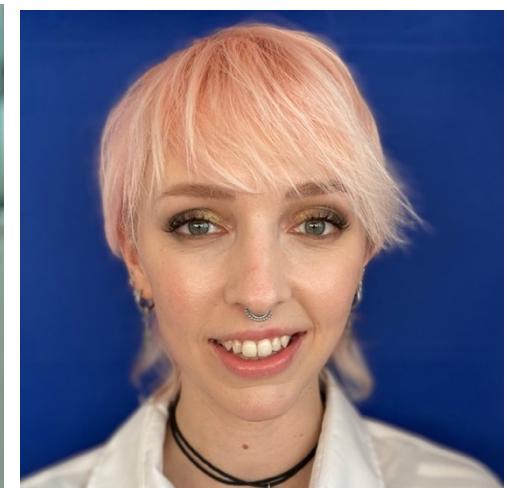
## ***What is this document?***

This Visual Story has been made to give you a visual and descriptive overview of what to expect during your AR Experience at the Natural History Museum. It most importantly shows how to find the correct museum entrance and exhibition space. Please let me know if you have any questions!

## ***Who will I work with?***

It's me! Shelby Navone, a PhD student researching digital accessibility for autistic adults.

I like to change my hair colour often so it might be a different colour when you see me. I also need glasses but sometimes I wear contact lenses.



### What will I be doing?

You will try an Augmented Reality (AR) experience at the Natural History Museum in London called *Visions of Nature*. Shelby will come with you to see and record what your experience is like. She is there to help the experience goes as smoothly as possible.



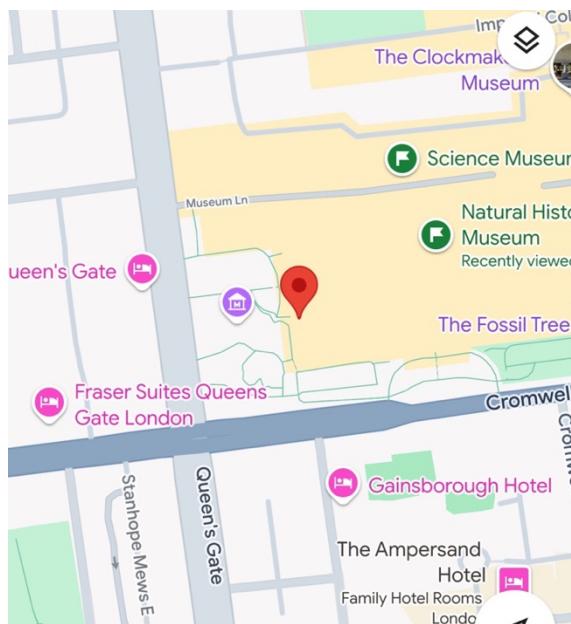
### *Things to know before you arrive:*

- You will be the only participant with Shelby, but there could be up to 5-6 other people from the public doing the experiences on their own. There will be museum staff there to start the AR experience and help if needed.
- **It's okay to bring a friend**, partner, family member, support animal, carer, water bottle and/or safe foods with you.
- The AR experience takes place in a quite part of the museum, away from the loud and busy parts of the museum.
- Wear whatever you feel most comfortable in. **You can wear glasses** with the AR headset, but this may cause some discomfort if your glasses are larger. Wearing contact lenses is encouraged if you have them.
- There shouldn't be any weird smells and Shelby doesn't wear perfume.



**Location: The Natural History Museum, South Kensington, London SW7 5BD**

- The nearest Tube station is South Kensington (8-10 min walk): Circle, District, and Piccadilly Lines.
- Enter through the West Entrance, accessible via the Upper West Gate on Queen's Gate. <https://what3words.com/plenty.voter.late> (THIS LINK SHOWS THE EXACT ENTRANCE)

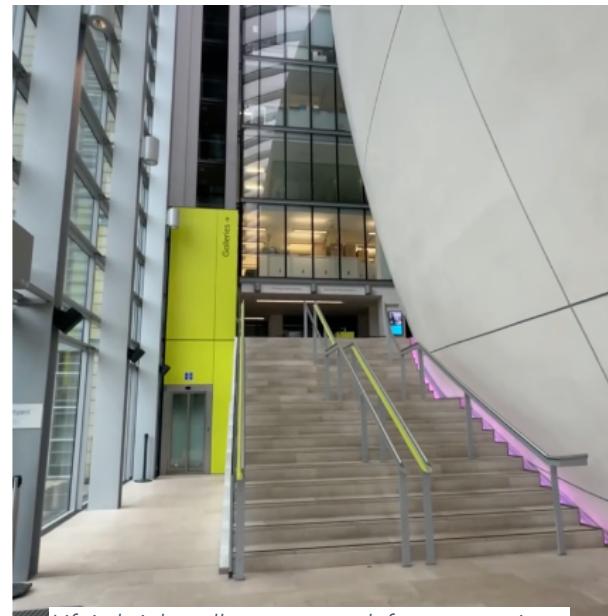


*Directions: Once inside the museum, finding the Visions of Nature exhibit.*

- Enter the West entrance glass doors and make an immediate **left**. Walk alongside the Darwin Centre (on your right, looks like a big egg).
- Walk up the stairs or take the lift to the ground floor.
- Shelby will meet you at the entrance to Visions of Nature.



Turn left through doors, Darwin centre on right



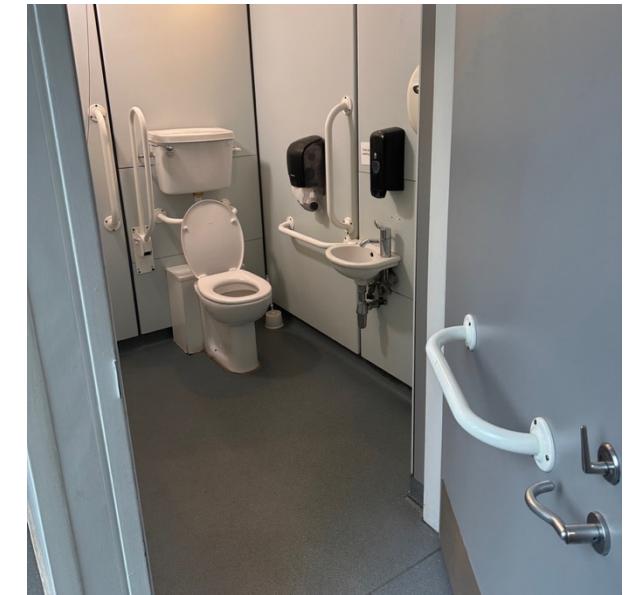
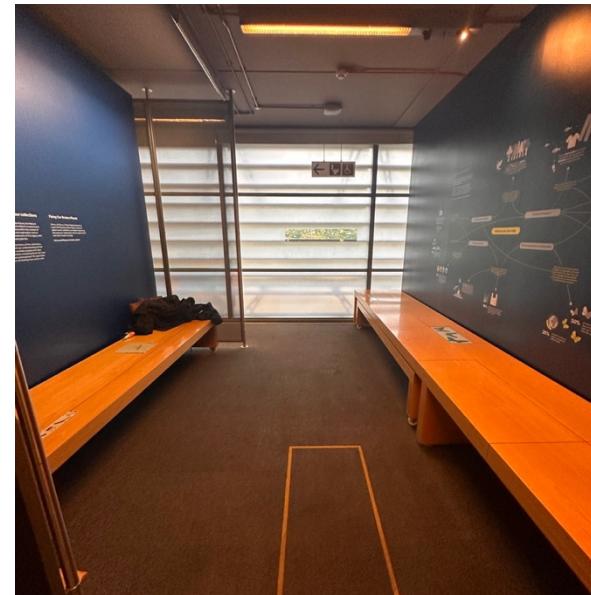
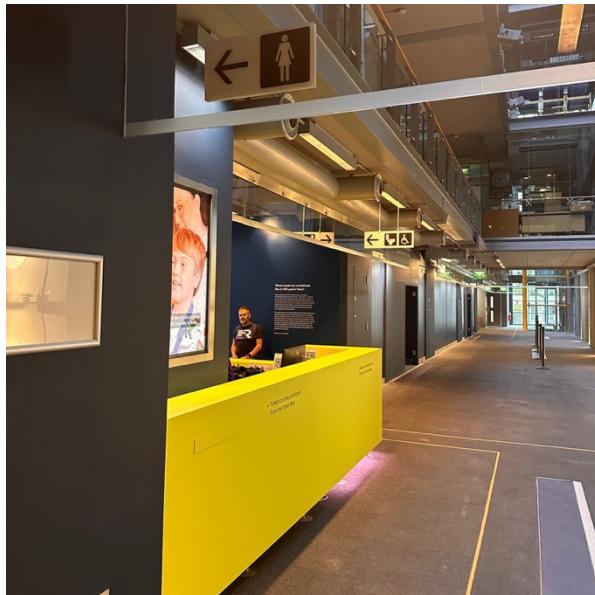
Lift in bright yellow-green on left, or use stairs



Entrance to Visions of Nature. Above writing says  
"←Zoology spirit building : Mammals (blue whale) ->"

## AR Experience Space: Accessibility

- *The Visions of Nature experience is in a part of the museum with no foot traffic.*
- *There is a seating area with wooden benches.*
- *There are accessible and standard toilets in the exhibit.*



## The AR Headset: Microsoft Hololens 2

- The headset is similar to wearing normal glasses, you can still see the real world around you.
- The headset weighs about 570 grammes, slightly more than a small bag of sugar.
- The sound comes out of the headset so you don't have to wear earphones.



## *Starting the VR experience*

- The Museum staff will help you put on the VR headset. You will wait for other participants to get their headsets on. The Museum staff will tell you when it's time to start.
- The Museum staff will give an oral introduction to the experience.
- You will stand and walk around for the AR experience. Shelby will walk next to you.
- Shelby will record the audio of your experience (no video). She might take some notes on her phone to record your reactions.



## *Inside the Gallery*

- There are two main spaces for the AR experience.
- There is one empty long hallway and one long room with different built natural environments for the AR projections to be seen on.



## *After the VR experience*

- Take as much time you want to relax or decompress before leaving the building.
- A feedback questionnaire will be emailed to you, and you'll have one week to respond in your preferred way.
- You can give your feedback either by written responses or by a video/phone call.
- You can also change your mind about how you want to give feedback!

Thank you for participating in this AR experience to better understand the autistic experience while using immersive digital culture!



This Visual Story was made for the doctoral thesis fieldwork of Shelby Navone. Her PhD project focuses on Digital Culture Accessibility.

This Visual Story has been reviewed and approved by multiple focus groups made up of autistic and neurodivergent members.

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