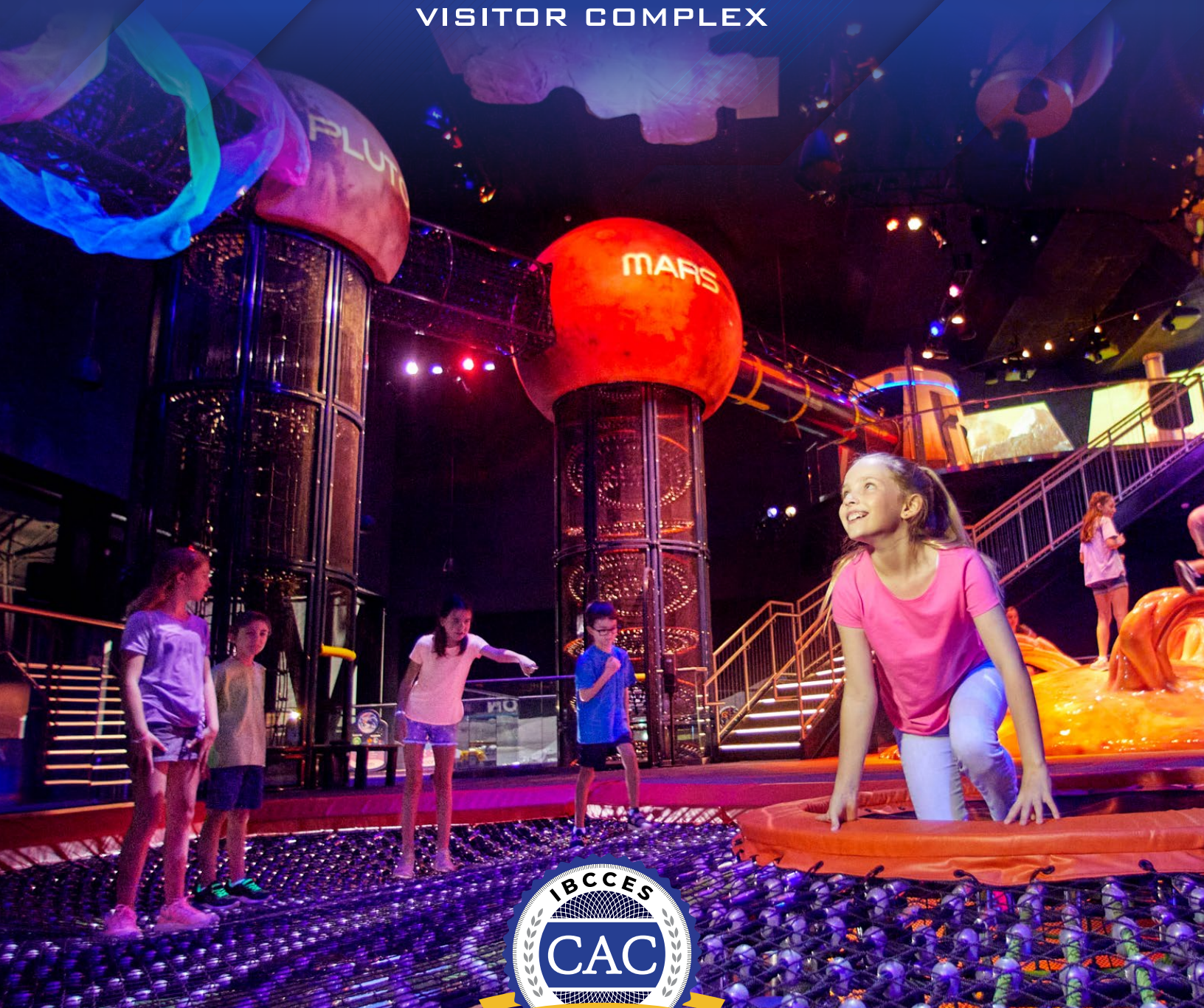


**Kennedy
Space
Center**SM
VISITOR COMPLEX



SENSORY GUIDE

A Resource for Guests with Cognitive Disabilities
Including Autism Spectrum Disorder (ASD)

Audit: December 2025 Updated: January 2026

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Kennedy Space Center Visitor Complex underwent an onsite review conducted by the International Board of Credentialing and Continuing Education Standards (IBCCES), a cognitive disorder training and certification organization.

The visitor complex is now a Certified Autism Center™, a welcoming space for people with autism and sensory needs.

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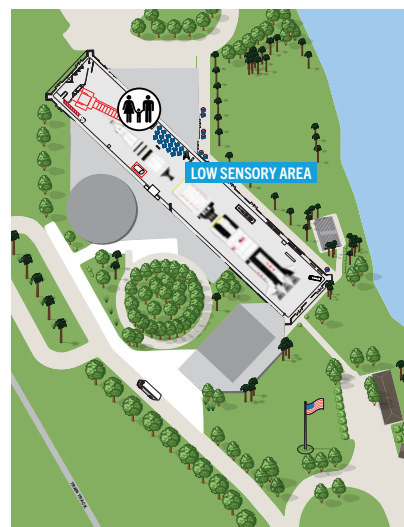
SENSORY ADVISORY MAP



MAIN VISITOR COMPLEX



KENNEDY SPACE CENTER
BUS TOUR ROUTE



APOLLO/SATURN V CENTER

PREPARING FOR YOUR VISIT

ARRIVAL

- Buy tickets online in advance to avoid ticket window lines.
- Transportation information and maps can be found at KennedySpaceCenter.com under “Visitor Information”
- The visitor complex opens at 9:00 AM daily with the presentation of our National Anthem over speakers. Minimize security lines by arriving after 9:00 AM. Read more about our security screening on the following page.

PEAK SEASONS

Generally, the following times of year see the highest visitation at the visitor complex. If crowds are challenging to navigate, we suggest visiting during a time of year that is outside these time-periods*:

- New Year’s Week
- March – April (Spring Break season)
- Thanksgiving Week
- The month of December
- The week between Christmas and New Year’s

***Please note that rocket launches, special events, holidays and special offers may bring increased crowds to the visitor complex, and the above information is only a guideline.** Check the Event Calendar before arrival to get a better understanding of what to expect during your visit.

PREPARING FOR MEALS

Kennedy Space Center Visitor Complex has numerous on-site cafes for breakfast, lunch and/or snacks throughout the day. We offer vegetarian, vegan and gluten-free menu items at the following locations:

- **Gluten-free and Vegan:** Orbit Cafe and Space Bowl Bistro
- **Vegetarian:** All dining locations except Red Rock Grill
- **Dairy-Free:** Options at every dining location

However, guests are also welcomed to bring their own food and drink as long as there are no glass containers or bottles, and everything fits in a hand-held soft-sided cooler. Water bottle refill stations are located inside buildings throughout the visitor complex.

WEATHER

Florida weather can be unpredictable. Being prepared for sun, heat and rain/thunderstorms are all important for our guests’ comfort. We also recommend you bring bug spray and wear comfortable shoes!

DOWNLOAD THE APP

Before you arrive, we recommend you download the Kennedy Space Center Guide app to your smartphone. The app includes features like GPS-enabled wayfinding, multi-layered maps, and attraction and event information.



SECURITY SCREENING

Kennedy Space Center is protected as a federal government facility. All visitors must pass through a metal-detecting magnetometer screening device and all bags, backpacks and other items may be opened and inspected at the discretion of security officers.

The following items are not permitted at Kennedy Space Center Visitor Complex:

- Firearms of any type, including law enforcement visitors or accompanying groups.
- Ammunition of any type
- Pepper or Mace sprays
- Knives of any type, including any item with a blade
- Glass containers
- Alcoholic beverages
- UAS or drones are strictly prohibited and will be confiscated if operated on Kennedy Space Center property

We welcome guests to bring soft-sided, lunch box-style coolers for the food or beverages you wish to bring. However, large coolers, luggage and other large bags are not permitted through the front gate.

PLAN YOUR DAY

ARRIVAL INFORMATION

- There are many designated disabled parking spots near the entrance for guests with disabilities. Wheelchairs from Parking Lot 5 are available to use for transportation to the entrance, but are not for use within the visitor complex. Scooters and wheelchairs may be rented inside the Information building though quantities are limited and are available on a first come, first served basis.
- Noise-cancelling headphones may also be rented inside Information, but there are a limited number available. We encourage guests to bring their own, but all are welcome to use ours if needed.



NAVIGATING THE VISITOR COMPLEX

- The visitor complex is clutter-free and easy to navigate, and the pathways are smooth and obstruction-free. The colors, shapes, and surfaces encountered are to be expected for this type of attraction but can be stimulating for some individuals. There is varying music and sounds throughout, as well as many interactive digital screens.
- Explore the exhibits and attractions at your own pace. There are options for free play, resting, exploration, and many interactive and educational activities.
- Although most exhibits are inside, there are numerous opportunities to move indoors and outdoors. This may help those who wish to alternate the environment temperature, noise level, and lighting according to their sensory needs.
- The locations of the low sensory areas, family restrooms, the nursing station and other important services can be found on the maps throughout the visitor complex. A complete Sensory Map can also be found on page 3 of this guide.
- The Sensory Guide for each attraction is displayed at its entrance. They are also listed, with additional details, on the following pages.
- IMAX, Gateway, Planet Play, The Gantry at LC-39 and Apollo/Saturn V Center have family bathrooms.
- Currently, there are four low sensory areas. They are located inside Space Shuttle Atlantis, Gateway, The Gantry at LC-39, and the Apollo/Saturn V Center.
 - **Space Shuttle Atlantis:** located on the bottom floor in the right-hand corner of the simulator room, close to the Shuttle Express Gift Shop and exit.
 - **Gateway:** Located near the restrooms, which are found to the right of Space Bowl Bistro's entrance.
 - **The Gantry at LC-39 and Apollo/Saturn V Center:** Please find a crewmember to guide you to the room.
- If someone is unable to wait in the bus boarding line, find a crewmember and your party can be escorted to our stroller/wheelchair entrance. There is no separate seating area aboard the buses. You may also pick up a Guest Accessibility Pass at Information to help signal to crewmembers you may need assistance.
- An adult changing table is accessible in the nurses station.
- Re-entry is permitted. Retain your ticket and speak to a crewmember for a hand stamp.
- Please visit Information, Guest Services or Will Call upon arrival if you need more information. Our crewmembers will be happy to assist you.

OTHER CONSIDERATIONS

VISITOR COMPLEX STAFF

Staff members, or “crewmembers,” wear uniforms and nametags. The color of the uniform varies based on the job, but all employees will have a clear nametag.

Those with specific autism training will have the following designation on their nametag:



LOST PERSONS

If you lose a member of your party, tell any crewmember. Staff have radios and can also help make an announcement over the visitor complex loud speaker.

ROCKET LAUNCHES

Rocket launches happen frequently here on the Space Coast of Florida. This information may be helpful for those with sensory needs:

- Rocket launches often attract larger crowds and increased traffic to the visitor complex, but also the neighboring areas as well.
- Launches can be loud, as well as the sonic booms if boosters return to land at Cape Canaveral Space Force Station.
- Launches can occur at any time of day or night, but if they occur within or close to visitor complex operating hours, we usually open viewing areas for our guests. Check the Event Calendar online to see if there may be a rocket launch during your visit.

Kennedy Space Center Visitor Complex is a working spaceflight facility. Therefore, tours, events and programs may be altered or cancelled at any given time with no notice.

SENSORY LEVEL SUMMARY

Kennedy Space Center Visitor Complex attractions are rated based on the sensory stimulation of touch, taste, sound, sight and smell. The ratings are based on the perceived intensity within the following range:

1 = Low Sensory Stimulation

10 = High Sensory Stimulation

Use the quick reference guide below for an overview of the attractions' ratings. More details are available in the following pages.

| ATTRACTIONS |  TOUCH |  TASTE |  SOUND |  SIGHT |  SMELL |
|---|---|--|---|---|---|
| Heroes And Legends | 3 | 1 | 5 | 3 | 1 |
| Rocket Garden | 2 | 1 | 5 | 2 | 1 |
| Gateway: The Deep Space Launch Complex* | 3 | 1 | 6 | 4 | 1 |
| ▶ Spaceport KSC* | 5 | 1 | 6 | 8 | 1 |
| ▶ New Shepard Virtual Space Flight Experience | 6 | 1 | 6 | 9 | 1 |
| Fraggle Rock: A Space-y Adventure | 1 | 1 | 7 | 5 | 1 |
| Kennedy Space Center Bus Tour | 2 | 1 | 5 | 4 | 1 |
| Apollo/Saturn V Center | 2 | 6 | 4 | 3 | 3 |
| ▶ Apollo 8 and the Firing Room | 2 | 1 | 7 | 6 | 1 |
| ▶ Ad Astra Per Aspera | 2 | 1 | 3 | 4 | 1 |
| ▶ Lunar Theater | 1 | 1 | 4 | 5 | 1 |
| ▶ Treasures Gallery | 2 | 1 | 3 | 2 | 1 |
| Space Shuttle Atlantis* | 4 | 1 | 5 | 4 | 1 |
| ▶ Atlantis Theater Pre-Show | 1 | 1 | 5 | 4 | 1 |
| ▶ Atlantis Theater Reveal Show | 1 | 1 | 5 | 5 | 1 |
| ▶ Hubble Space Telescope Theater | 1 | 1 | 4 | 4 | 1 |
| ▶ Fiery Ride Home | 4 | 1 | 4 | 3 | 1 |
| ▶ Forever Remembered | 1 | 1 | 2 | 3 | 1 |
| ▶ Shuttle Launch Experience* | 5 | 1 | 6 | 8 | 1 |
| IMAX* | 2 | 1 | 6 | 8 | 4 |
| Planet Play | 2 | 1 | 6 | 8 | 1 |
| HYPERDECK | 5 | 1 | 6 | 9 | 1 |
| Journey To Mars | 3 | 1 | 4 | 4 | 1 |
| The Gantry at LC-39 | | | | | |
| ▶ Outdoor Courtyard | 4 | 1 | 4 | 3 | 1 |
| ▶ Earth Information Center | 3 | 1 | 5 | 5 | 1 |
| ▶ Test Fire Simulator | 2 | 1 | 5 | 5 | 1 |
| ▶ Rocket Build Interactive | 2 | 1 | 5 | 4 | 1 |
| Space Mirror Memorial | 1 | 1 | 2 | 2 | 1 |
| Astronaut Training Experience* (add-on enhancement) | 3 | 1 | 3 | 6 | 1 |

HEROES AND LEGENDS



HEROES AND LEGENDS®

Featuring the U.S. Astronaut Hall of Fame

Relive America's earliest space missions, learn the qualities that define a hero and see space-flown artifacts up close.

Bypass the attraction's multi-sensory preshows by entering from the bottom level through the U.S. Astronaut Hall of Fame.

★ Allow 1 Hour

| TOUCH 3 | TASTE 1 | SOUND 5 | SIGHT 3 | SMELL 1 |
|--|---|---|--|---|
| <ul style="list-style-type: none"> Visitors can read and interact with this exhibit at their leisure. Explore at your own pace. Visitors can interact with digital touch screens. | <ul style="list-style-type: none"> Low impact on this sense. | <ul style="list-style-type: none"> Multiple audio tracks can be heard at the same time. Audio track played in enclosed space. Sound varies during film. Potential for close proximity/shared space with other visitors. | <ul style="list-style-type: none"> Blue lighting in some of the rooms. Indoor/overhead lighting. Additional lighting from exhibits. Light is varied throughout the film. | <ul style="list-style-type: none"> Low impact on this sense. |



ROCKET GARDEN

Tour the Rocket Garden and walk among incredible, authentic machines that pioneered America's space exploration. Behind every rocket seen here are great men and women — engineers and astronauts, designers and thinkers — who turned dreams into history.

★ Allow 20 Minutes

| TOUCH 2 | TASTE 1 | SOUND 3 | SIGHT 2 | SMELL 1 |
|---|---|---|--|---|
| <ul style="list-style-type: none"> Visitors can walk among rockets. Explore at your own pace. | <ul style="list-style-type: none"> Low impact on this sense. | <ul style="list-style-type: none"> Tour guides use a microphone for scheduled presentations (four times a day). Area generally a quieter area in between presentations. | <ul style="list-style-type: none"> Outdoors/natural lighting. Viewing of several different life-sized rockets. | <ul style="list-style-type: none"> Low impact on this sense. |



GATEWAY: THE DEEP SPACE LAUNCH COMPLEX[®]

Explore the future of space travel while highlighting what is happening right now in our space program. See the spacecraft of today and the visionary designs paving the way of human deep space travel and discover the current cutting-edge space exploration innovations from NASA and commercial partners.

★ Allow 75 minutes if also riding Spaceport KSC

| | | | | | | | | | |
|---|----------|---|----------|---|----------|--|----------|---|----------|
|  TOUCH | 3 |  TASTE | 1 |  SOUND | 6 |  SIGHT | 4 |  SMELL | 1 |
|---|----------|---|----------|---|----------|--|----------|---|----------|

- Visitors can explore artifacts and interactive exhibits.
- Visitors can step into a space habitat, “try on” astronaut gloves and experiment with digital mission scenarios.

- Low impact on this sense.

- Sounds may echo indoors in this area.
- Aerojet Rocketdyne exhibit: makes noises if a visitor is unsuccessful and makes loud noises if the guest is successful.

- Indoor/overhead lighting.
- Purple/blue additional lighting.
- Some screens are featured as part of exhibits.

- Low impact on this sense.



SPACEPORT KSC[®]

Inside Gateway

Enter into the spaceport of the future and embark on one of four incredible space journeys in Spaceport KSC. Fly to destinations never-before explored such as Mars, Trappist-1, a Horsehead Nebula, Saturn, Jupiter, and more during this motion theater ride.

★ Allow 30 Minutes

| | | | | | | | | | |
|---|----------|---|----------|---|----------|--|----------|---|----------|
|  TOUCH | 5 |  TASTE | 1 |  SOUND | 6 |  SIGHT | 8 |  SMELL | 1 |
|---|----------|---|----------|---|----------|--|----------|---|----------|

- Seats move and feet dangle during this 12-minute ride.
- Choose between four different 4D journeys.
- Must be 39in/99cm tall to ride.

- Low impact on this sense.

- Loud sounds and music are featured during each of the 4 different rides.
- Potential for close proximity/shared space with other visitors.

- Features large video screens and flashing lights; simulates feeling of movement.
- Indoor, confined space.

- Low impact on this sense.



NEW SHEPARD VIRTUAL SPACE FLIGHT EXPERIENCE

This immersive virtual reality experience places you inside a replica of Blue Origin's New Shepard crew capsule. Using real data and imagery, it authentically recreates the rocket's journey above the Kármán Line, the internationally recognized boundary of space.

Reservations can be made at the entrance to this experience.

★ Allow 15 Minutes

| | | | | | | | | | |
|--|----------|--|----------|--|----------|---|----------|--|----------|
|  TOUCH | 6 |  TASTE | 1 |  SOUND | 6 |  SIGHT | 9 |  SMELL | 1 |
|--|----------|--|----------|--|----------|---|----------|--|----------|

- | | | | | |
|---|---|---|---|---|
| <ul style="list-style-type: none"> • Users wear a VR headset. • Must remain sitting in an enclosed space. • Seat will vibrate during the experience. | <ul style="list-style-type: none"> • Low impact on this sense. | <ul style="list-style-type: none"> • Guests wear headphones that are attached to VR headset. • Sounds from VR experience. | <ul style="list-style-type: none"> • Potential for dizziness or disorientation from VR experience. • 4D screen through VR headset. • Small enclosed space. | <ul style="list-style-type: none"> • Low impact on this sense. |
|---|---|---|---|---|

UNIVERSE THEATER



FRAGGLE ROCK: A SPACE-Y ADVENTURE

Inside Universe Theater

Join the fun as Jim Henson's Emmy Award-winning Fraggles embark on an out-of-their-world adventure through the inner workings of NASA's space program. This live show is full of laughter, music, and physical comedy, and features full-body costumed versions of Gobo, Red, Uncle Traveling Matt.

Check the Daily Schedule for showtimes.

★ Allow 45 Minutes

| TOUCH | 1 | TASTE | 1 | SOUND | 7 | SIGHT | 5 | SMELL | 1 |
|-------|---|-------|---|-------|---|-------|---|-------|---|
|-------|---|-------|---|-------|---|-------|---|-------|---|

- | | | | | |
|---|---|---|--|---|
| <ul style="list-style-type: none"> • Visitors can sit and watch a show. • Low impact on this sense. | <ul style="list-style-type: none"> • Low impact on this sense. | <ul style="list-style-type: none"> • Music and sounds are part of the show. • Clapping, cheering, and singing from the audience. • Microphone used by presenters. • Potential for close proximity/shared space with others. | <ul style="list-style-type: none"> • Some flashing and bright stage lights, indoor setting. • Large digital screen. • Bright colors and some colored lighting. • Some transitions between dim and bright lights. | <ul style="list-style-type: none"> • Low impact on this sense. |
|---|---|---|--|---|

THE GANTRY AT LC-39



OUTDOOR COURTYARD

Inside The Gantry at LC-39

The Courtyard acts as the crossroads between nature and technology. Play atop three different animal habitats while discovering NASA's symbiotic relationship with nature. Check out the real NASA artifacts that supported and transported famous rockets.

★ Allow 20 Minutes

| | | | | | | | | | |
|---|---|---|---|---|---|--|---|---|---|
|  TOUCH | 4 |  TASTE | 1 |  SOUND | 4 |  SIGHT | 3 |  SMELL | 1 |
|---|---|---|---|---|---|--|---|---|---|

- Opportunity to play on climbable structures.

- Low impact on this sense.

- Sound from nearby attractions.

- Potential for close proximity/shared space with other visitors.

- Outdoor natural lighting.

- Some digital screens.

- Low impact on this sense.



EARTH INFORMATION CENTER

Inside The Gantry at LC-39

NASA's Earth Information Center (EIC) illustrates how Earth's data benefits society and helps us make informed decisions and brings the wonders of Earth to life.

★ Allow 20 Minutes

| | | | | | | | | | |
|---|---|---|---|---|---|--|---|---|---|
|  TOUCH | 3 |  TASTE | 1 |  SOUND | 5 |  SIGHT | 5 |  SMELL | 1 |
|---|---|---|---|---|---|--|---|---|---|

- Explore exhibits at your own pace and watch a show.

- Opportunities for tactile engagement.

- Low impact on this sense.

- Music and sounds are featured as part of attraction.

- Volume level varies throughout experience.

- Potential for close proximity/shared space with other visitors.

- Features large digital screens.

- Light is varied throughout the attraction.

- Indoor/overhead lighting.

- Additional lighting from exhibits.

- Low impact on this sense.

THE GANTRY AT LC-39



TEST FIRE SIMULATION

Inside The Gantry at LC-39

During this fictional simulation, a NASA engineer and his A.I. assistant prepare for a static test fire. When the countdown reaches zero, the engine comes to life in a burst of sound, light, and cooling mist, emulating the effects of a real static test fire.

★ Allow 20 Minutes

| | | | | | | | | | |
|-------|---|-------|---|-------|---|-------|---|-------|---|
| TOUCH | 2 | TASTE | 1 | SOUND | 5 | SIGHT | 5 | SMELL | 1 |
|-------|---|-------|---|-------|---|-------|---|-------|---|

- Potential to feel mist from test fire simulator.
- Low impact on this sense.
- Music and sounds are featured as part of attraction.
- Volume level varies throughout experience.
- Potential for close proximity/shared space with other visitors.
- Outdoor/natural lighting.
- Large digital screen.
- Flashing lights.
- Mist from simulation.
- Low impact on this sense.



ROCKET BUILD INTERACTIVE

Inside The Gantry at LC-39

Design, build, and test a rocket for a mission-specific simulated launch. With three different missions to choose from and rocket customization options, the possibilities are endless. The chance of failure opens the door to adjust your designs and try again.

★ Allow 20 Minutes

| | | | | | | | | | |
|-------|---|-------|---|-------|---|-------|---|-------|---|
| TOUCH | 2 | TASTE | 1 | SOUND | 5 | SIGHT | 4 | SMELL | 1 |
|-------|---|-------|---|-------|---|-------|---|-------|---|

- Touch interactive screens to build a rocket
- Low impact on this sense.
- Sound is featured as part of the activity.
- Some dissonant sounds.
- Sounds may echo in this area.
- Potential for close proximity/shared space with other visitors.
- Features multiple digital screens.
- Indoor/overhead lighting, some natural light.
- Low impact on this sense.

APOLLO/SATURN V CENTER



APOLLO/SATURN V CENTER

Accessible via the Kennedy Space Center Bus Tour

At the Apollo/Saturn V Center, stand in amazement under the gigantic Saturn V Moon rocket. Celebrate the unprecedented achievement of putting humans on the Moon and the awe felt in that moment by all humankind.

★ Allow 2 hours, including time spent on bus tour

| TOUCH 2 | TASTE 6 | SOUND 4 | SIGHT 3 | SMELL 3 |
|---|---|---|---|---|
| <ul style="list-style-type: none"> Visitors can read and interact with this exhibit at their leisure. Explore at your own pace. | <ul style="list-style-type: none"> Guests can enjoy a variety of foods at the cafe. Low impact on this sense. | <ul style="list-style-type: none"> Potential for close proximity/shared space with other visitors. Sounds may echo indoors in this large open area. | <ul style="list-style-type: none"> Viewing of several different stationary exhibits. Large rocket above head. Some areas with spotlights. Indoor/overhead lighting. | <ul style="list-style-type: none"> Variety of smells from food items being prepared and served near cafe. Low impact on this sense in most areas. |



APOLLO 8 AND THE FIRING ROOM

Inside the Apollo/Saturn V Center

Experience the countdown for Apollo 8 facing the actual consoles used during the Apollo launches. See and feel the simulation of the powerful Saturn V Moon rocket lift off from the launch pad and blast into space.

Speak to a crewmember if you wish to skip this experience.

★ Allow 20 Minutes

| TOUCH 2 | TASTE 1 | SOUND 7 | SIGHT 6 | SMELL 1 |
|--|---|---|---|---|
| <ul style="list-style-type: none"> Visitors watch a film and simulation. Vibrations from the windows rattling can be felt in the seats during 1 minute of the presentation. Few opportunities for tactile engagement. | <ul style="list-style-type: none"> Low impact on this sense. | <ul style="list-style-type: none"> Sound varies throughout the film/simulation. Windows rattle loudly during 1 minute of the simulation. Potential for close proximity/shared space with other visitors. | <ul style="list-style-type: none"> Bright colors, videos and some flashing lights. Light is varied throughout the film/simulation. Red lights illuminate the room during 1 minute of the simulation. | <ul style="list-style-type: none"> Low impact on this sense. |

APOLLO/SATURN V CENTER



AD ASTRA PER ASPERA *A Rough Road Leads to the Stars*

Inside the Apollo/Saturn V Center

This tribute shares mementos of the fallen Apollo 1 astronauts' lives and reminds us of the impact their sacrifice made on the Apollo Program. Honor and learn about the three men who made the ultimate sacrifice: Gus Grissom, Ed White and Roger Chaffee.

★ Allow 10 Minutes



- Visitors can read and interact with this exhibit at their leisure.
- Low impact on this sense.
- Potential for close proximity/shared space with other visitors.
- Some background noise from surrounding area.
- Guests walk through theatrical fog.
- Indoor/overhead lighting.
- Additional lighting for exhibit areas.
- Low impact on this sense.

• Explore at your own pace.



LUNAR THEATER

Inside the Apollo/Saturn V Center

Using 3D theatrical elements blended with actual NASA film footage and mission control recordings, the Lunar Theater recreates events of that historic day in July 1969. Apollo astronauts also share their memories from the rarest of human experiences: walking on the Moon.

★ Allow 20 Minutes



- Visitors watch a film and simulation.
- Low impact on this sense.
- Music and loud sounds are featured as part of the attraction.
- Volume level varies throughout experience.
- Close proximity/shared space with over visitors.
- Videos are shown on three different screens.
- Transitions from light to dark.
- Light is varied throughout the film/experience.
- Low impact on this sense.

• Few opportunities for tactile engagement.

APOLLO/SATURN V CENTER



TREASURES GALLERY

Inside the Apollo/Saturn V Center

Get up close and personal with developmental spacesuits, the Kitty Hawk Command Module and other authentic artifacts of the Apollo Moon missions.

★ Allow 15 Minutes

| | | | | | | | | | |
|---|---|---|---|---|---|--|---|---|---|
|  TOUCH | 2 |  TASTE | 1 |  SOUND | 3 |  SIGHT | 2 |  SMELL | 1 |
|---|---|---|---|---|---|--|---|---|---|

- Visitors can read and walk through this exhibit at their leisure.
- Explore at your own pace.

- Low impact on this sense.

- Potential for close proximity/shared space with other visitors.
- Sounds may echo indoors in this area.

- Viewing of several different stationary artifacts.

- Some areas with spotlights.
- Indoor/overhead lighting.

- Low impact on this sense.

SPACE SHUTTLE ATLANTIS®



ATLANTIS THEATER PRE-SHOW

In this 2D theater, follow the history of the Space Shuttle Program from sketch pad to launch pad.

★ Allow 10 Minutes

| | | | | | | | | | |
|--|----------|--|----------|--|----------|--|----------|--|----------|
|  TOUCH | 1 |  TASTE | 1 |  SOUND | 5 |  SIGHT | 4 |  SMELL | 1 |
|--|----------|--|----------|--|----------|--|----------|--|----------|

- Visitors stand and watch a 2D film.

- Low impact on this sense.

- Music and sounds vary throughout the film.

- Potential for close proximity/shared space with other visitors.

- Features large video screen with engaging visuals.

- Light varies throughout the film.

- Can be dark during parts of the film.

- Low impact on this sense.



ATLANTIS THEATER REVEAL SHOW

Iconic moments of space shuttle Atlantis' 33 missions come to life in this near-360-degree theater. The visuals in this presentation may not be suitable for those susceptible to motion sickness.

★ Allow 10 Minutes

| | | | | | | | | | |
|--|----------|--|----------|--|----------|--|----------|--|----------|
|  TOUCH | 1 |  TASTE | 1 |  SOUND | 5 |  SIGHT | 5 |  SMELL | 1 |
|--|----------|--|----------|--|----------|--|----------|--|----------|

- Visitors stand and watch an immersive experience with screen graphics.

- Low impact on this sense.

- Music and sounds vary throughout the film.

- Potential for close proximity/shared space with other visitors.

- Immersive experience with screen graphics.

- Light varies throughout the film.

- Can be dark during parts of the film.

- Low impact on this sense.

SPACE SHUTTLE ATLANTIS®



SPACE SHUTTLE ATLANTIS

Get a close-up view of Atlantis, the only space shuttle displayed in flight. Space Shuttle Atlantis also includes more than 60 interactive exhibits celebrating the history, technology and impact of NASA's Space Shuttle Program.

The Atlantis Theater pre-shows have loud volume and immersive moving imagery. To bypass the shows, please ask the crewmember at the top of the ramp for assistance.

★ Allow 1 Hour
(90 minutes if also doing Shuttle Launch Experience)

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
|  TOUCH | 4 |  TASTE | 1 |  SOUND | 5 |  SIGHT | 4 |  SMELL | 1 |
|---|---|---|---|---|---|---|---|---|---|

- Visitors can explore 60 interactive displays.
- Visitors can interact with digital touch screens and high-tech simulators.
- Can crawl in ISS Triumph of Technology.
- Low impact on this sense.
- Music and loud sounds are featured in some interactive displays.
- Sounds may echo indoors in this area.
- Potential for close proximity/shared space with other visitors.
- Many interactive screens are featured in this area.
- Indoor/overhead lighting with additional lighting from interactive displays.
- Low impact on this sense.



FIERY RIDE HOME

Inside Space Shuttle Atlantis

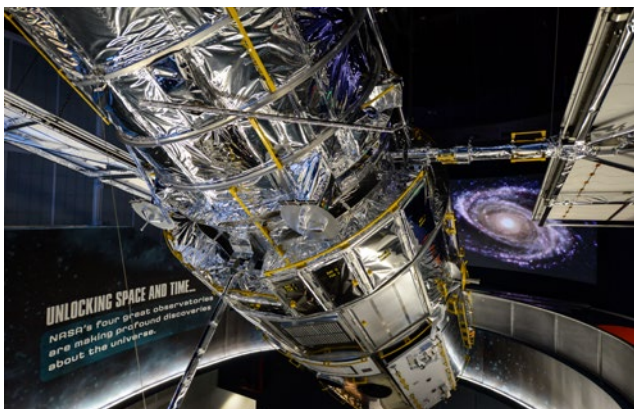
Slide from one story to the next down this 22-degree incline. That's exactly the same angle the space shuttle used on its final approach as it prepared to land on Earth.

★ Allow 10 Minutes

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
|  TOUCH | 4 |  TASTE | 1 |  SOUND | 4 |  SIGHT | 3 |  SMELL | 1 |
|---|---|---|---|---|---|---|---|---|---|

- Visitors can slide down their choice of two tall slides.
- Low impact on this sense.
- Areas can be busy if fully utilized.
- Potential for close proximity/shared space with other visitors.
- Indoor/overhead lighting.
- Some additional lighting in the background.
- Low impact on this sense.

SPACE SHUTTLE ATLANTIS®



HUBBLE SPACE TELESCOPE THEATER

Inside Space Shuttle Atlantis

Thanks to the Space Shuttle Program, the Hubble telescope has been in operation longer than ever expected. This short film details the challenges faced as astronauts make the dangerous journey to service the Hubble one last time.

★ Allow 8 Minutes

| | | | | | | | | | |
|-------|---|-------|---|-------|---|-------|---|-------|---|
| TOUCH | 1 | TASTE | 1 | SOUND | 4 | SIGHT | 4 | SMELL | 1 |
|-------|---|-------|---|-------|---|-------|---|-------|---|

- Visitors watch an 8-minute movie.
- Low impact on this sense.
- Sound is varied throughout the film.
- Light is varied throughout the 2D film.
- Low impact on this sense.
- Few opportunities for tactile engagement.
- Potential for close proximity/shared space with other visitors.



FOREVER REMEMBERED

Inside Space Shuttle Atlantis

Reflect on the Challenger and Columbia shuttle astronauts who made the ultimate sacrifice in pursuit of space exploration. See personal items and learn more about each astronaut, then take a solemn moment to view actual recovered pieces from the Columbia and Challenger shuttles.

★ Allow 10 Minutes

| | | | | | | | | | |
|-------|---|-------|---|-------|---|-------|---|-------|---|
| TOUCH | 1 | TASTE | 1 | SOUND | 2 | SIGHT | 3 | SMELL | 1 |
|-------|---|-------|---|-------|---|-------|---|-------|---|

- Visitors can read and walk through this exhibit at their leisure.
- Low impact on this sense.
- This is a quieter area.
- Indoor/overhead lighting with additional lighting from exhibits and screens.
- Low impact on this sense.
- Potential for volume to rise as other guests move throughout the exhibit.
- Audio track played.

SPACE SHUTTLE ATLANTIS®



SPACE LAUNCH EXPERIENCE®

Inside Space Shuttle Atlantis

Strap in for a simulation of the space shuttle's eight-and-a-half-minute ascent into orbit! Enter the heart of space shuttle operations for a prelaunch briefing. Once on board, experience what veteran NASA astronauts call the next best thing to flying aboard the space shuttle.

★ Allow 30 Minutes

| TOUCH | 5 | TASTE | 1 | SOUND | 6 | SIGHT | 8 | SMELL | 1 |
|-------|---|-------|---|-------|---|-------|---|-------|---|
|-------|---|-------|---|-------|---|-------|---|-------|---|

- Riders are seated with a lap bar and seatbelt for the 8.5 minute ride.
- Seats will move and shake.
- Must be at least 44 inches/1.12 meters tall to ride.

- Low impact on this sense.

- Music and loud sounds played in enclosed space.
- Potential for close proximity/shared space with other visitors.

- Features large video screens and flashing lights; simulates feeling of movement.
- Indoor, confined space.

- Low impact on this sense.

IMAX® AND PLANET PLAY



IMAX THEATER

Our five-story, 3D IMAX theater transports you to space without ever leaving your seat. Designed to mimic the interior of the International Space Station, you'll be immersed in another world as soon as you enter the building.

Check the Daily Schedule for showtimes.

★ Allow 1 Hour

| TOUCH 2 | TASTE 1 | SOUND 6 | SIGHT 6 | SMELL 4 |
|---|---|--|--|--|
| <ul style="list-style-type: none"> • 3D glasses must be worn for 3D experience. • Visitors sit and watch a 3D movie for approximately 40 minutes. | <ul style="list-style-type: none"> • Low impact on this sense. | <ul style="list-style-type: none"> • Surround sound effects. • Music and loud sounds vary throughout the movie. • Potential for close proximity/shared space with other visitors. | <ul style="list-style-type: none"> • Features large video screen with engaging visuals. • 3D visuals can challenge one's sense of proprioception. • Indoor/overhead lighting. | <ul style="list-style-type: none"> • Noticeable popcorn scent throughout the entrance area. |



PLANET PLAY

Play on the planets in this fully immersive multiple-story indoor play area where children ages 2-12 can climb through a wormhole, walk on Saturn's rings and more. Numerous interactive games create a memorable learning experience.

★ Allow 30 Minutes

| TOUCH 5 | TASTE 1 | SOUND 6 | SIGHT 4 | SMELL 1 |
|--|---|---|--|---|
| <ul style="list-style-type: none"> • Visitors ages 2-12 can climb, slide, and explore interactive exhibits. • Flooring is a rubberized surface. • Visitors can interact with digital touch screens and games. | <ul style="list-style-type: none"> • Low impact on this sense. | <ul style="list-style-type: none"> • This can be a crowded and active space. • Audio track played in enclosed space. • Additional sounds on slide and from exhibits. | <ul style="list-style-type: none"> • Area features multiple interactive screens. • Dim indoor lighting with most lighting from exhibits. | <ul style="list-style-type: none"> • Low impact on this sense. |

IMAX® AND PLANET PLAY



HYPERDECK

Enter a dynamic virtual world where you suit up and help collect lunar minerals along the Moon's surface. This features a full-motion floor and multi-sensory effects like strong winds, heat, and Earth-rattling movements.

Reservations can be made at the entrance to HYPERDECK.

★ Allow 30 minutes

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
|  TOUCH | 5 |  TASTE | 1 |  SOUND | 6 |  SIGHT | 9 |  SMELL | 1 |
|---|---|---|---|---|---|---|---|---|---|

- | | | | | |
|--|---|---|--|---|
| <ul style="list-style-type: none">• Users can feel heat and wind blowing.• Must be able to grasp onto blaster handles and turn and aim the HyperTool. | <ul style="list-style-type: none">• Low impact on this sense. | <ul style="list-style-type: none">• Features sound as part of the experience. | <ul style="list-style-type: none">• Potential for dizziness or disorientation from VR experience.• 4D screen through VR headset.• Users twist and turn to operate blaster. | <ul style="list-style-type: none">• Low impact on this sense. |
|--|---|---|--|---|

JOURNEY TO MARS



JOURNEY TO MARS

Launched by United Launch Alliance

See the prototypes and designs that will launch our space program to Mars and beyond. In an inspiring show, learn about what it takes to explore the stars, inspiring future generations to explore space.

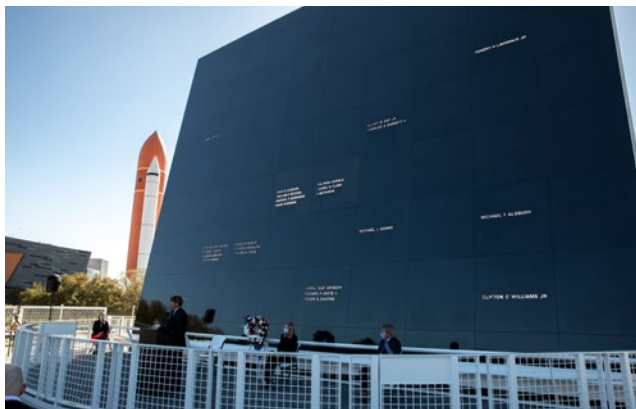
Sensory Guide ratings reflects experience between shows. Show includes loud audio and moving images on large screens.

★ Allow 30 Minutes

| | | | | | | | | | |
|---|----------|---|----------|---|----------|---|----------|---|----------|
|  TOUCH | 3 |  TASTE | 1 |  SOUND | 4 |  SIGHT | 4 |  SMELL | 1 |
|---|----------|---|----------|---|----------|---|----------|---|----------|

- Explore at your own pace.
- Low impact on this sense.
- Potential for close proximity/shared space with other visitors.
- Sounds may echo indoors in this area.
- Red overhead lighting.
- Additional lighting from some exhibits.
- Light is varied throughout the film.
- Low impact on this sense.

SPACE MIRROR MEMORIAL



SPACE MIRROR MEMORIAL

NASA's fallen heroes are honored at this monument to commemorate astronauts who gave their lives in pursuit of knowledge that lies beyond Earth. The memorial displays names of 25 astronauts, including the crews of Apollo 1, STS-51L Challenger and STS-107 Columbia.

★ Allow 15 Minutes

| | | | | | | | | | |
|--|----------|--|----------|--|----------|---|----------|--|----------|
|  TOUCH | 1 |  TASTE | 1 |  SOUND | 2 |  SIGHT | 2 |  SMELL | 1 |
|--|----------|--|----------|--|----------|---|----------|--|----------|

- Visitors can walk up the path to the reflection wall area.

- Few opportunities for tactile engagement.

- Low impact on this sense.

- This area is generally a quieter area of the visitor complex.

- Some background noise from guests in surrounding areas.

- Visitors can read the illuminated names on the wall.

- Outdoor/natural lighting.

- Low impact on this sense.

BUS TOUR



KENNEDY SPACE CENTER BUS TOUR

From the comfort of an air-conditioned motor coach, view restricted areas of Kennedy Space Center like the Vehicle Assembly Building. The bus tour drops you off first at The Gantry at LC-39 and then the Apollo/Saturn V Center. Explore on your own and take a return bus back to the main visitor complex when ready.

**Tour availability and routes may be altered at any time with or without any notice due to operational requirements.*

★ Bus ride is ~15 minutes for each leg of the route.
Allow 3 hours total including the two stops.

| TOUCH 2 | TASTE 1 | SOUND 5 | SIGHT 4 | SMELL 1 |
|--|---|--|--|---|
| <ul style="list-style-type: none"> Visitors sit on the bus for 20 minutes traveling to or from the Apollo/Saturn V Center. Few opportunities for tactile engagement. | <ul style="list-style-type: none"> Low impact on this sense. | <ul style="list-style-type: none"> Bus driver speaks on microphone for part of the tour. Informational videos play on TVs. Close proximity/shared space with over visitors. | <ul style="list-style-type: none"> Scenery moves by windows as bus moves. Informational videos are shown on the TVs throughout the bus. Natural lighting through bus windows. | <ul style="list-style-type: none"> Low impact on this sense. |



Astronaut Training Experience[®] (ATX)

Train like the next generation of space explorers who will travel to Mars. Practice your docking skills, navigate the unique Mars terrain and experience the sensation of performing a spacewalk in a microgravity environment.

This program is available in addition to admission and is recommended for ages 10 and older. Visit [KennedySpaceCenter.com](https://www.nasa.gov/ksc/KSC-ATX) for more information.

★ Time varies by program.

| TOUCH | 3 | TASTE | 1 | SOUND | 3 | SIGHT | 6 | SMELL | 1 |
|---|---|---|---|--|---|--|---|---|---|
| <ul style="list-style-type: none"> Visitors can experience astronaut training. Guided activity. Additional cost for ATX. | | <ul style="list-style-type: none"> Low impact on this sense. | | <ul style="list-style-type: none"> Sounds may echo indoors in this area. Some exhibits feature additional sounds. Quieter area but potential for noise level to increase if large group is present. | | <ul style="list-style-type: none"> Opportunity for activity that features confined spaces, as well as can challenge one's sense of proprioception as users will spin and may get dizzy. Simulation screens. Indoor/overhead lighting. | | <ul style="list-style-type: none"> Low impact on this sense. | |

ABOUT IBCCES



IBCCES provides a series of certifications that empower professionals to be leaders in their field and improve the outcomes for the individuals they serve. These programs are recognized around the world as the leading benchmark for training and certification in the areas of autism and other cognitive disorders.

As part of our commitment to sharing the latest innovations and research, we periodically host the International Symposium on Cognitive Research and Disorders to create a forum for collaboration among industry stakeholders.

IBCCES adheres to international standards for boards that grant professional credentials. The IBCCES certification procedures and content undergo various reviews and validation, pursuant to the professions that are eligible for certification, as well as standards established by content experts in the field.

IBCCES has organized the results of their audit into an easy-to-read report grouped into sections that list factors important to people with autism, their loved ones, and their caregivers.

Audit Date: February 2023, December 2025
Guide Updated: January 2026





VISITOR COMPLEX

KennedySpaceCenter.com