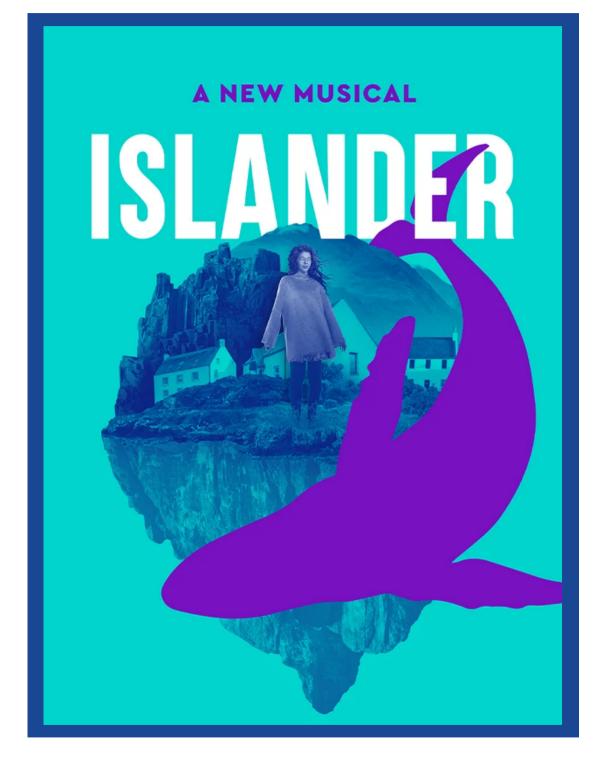
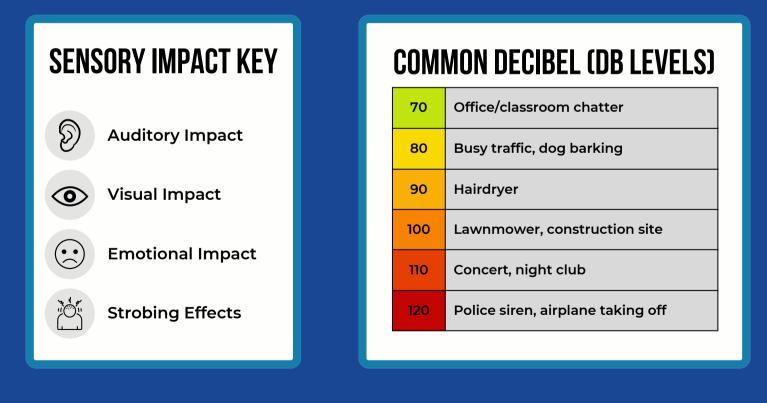
# **SENSORY GUIDE**





## **GENERAL CONSIDERATIONS**

- Duration: Approximately 90 minutes with no intermission.
- The decibel levels recorded in this guide account for moments of applause; sound levels may vary depending on the specific audience.
- In summary, this production delivers a high auditory experience, a low-to-moderate visual impact, low-tomoderate emotional intensity, and strobing effects during one scene.
- This Sensory Guide was developed following an audit conducted by a member of the Sensory Access team who is neurodivergent and hyperacoustic.





## ISLANDER

SCENE	DESCRIPTION	SENSORY
<b>Preset</b> Music Cue #1: Drone Overture	<ul> <li>Complex noise</li> <li>Actors approach stage from the aisles</li> <li>Deep humming/drone sound in the background</li> <li>Up to 86 dB</li> </ul>	Ø
<b>The Splitting of the</b> <b>Island</b> Music Cue #2: The Splitting of the Island	<ul> <li>Actors stomp and clap</li> <li>Up to 94.1 dB</li> </ul>	Ø
<b>Kinnan Sound</b> <i>Recording booth.</i> Music Cue #3: Kinnan Sound Jingle	<ul> <li>Deep humming/drone sound in background</li> <li>Breathy vocalizations</li> <li>Complex noise</li> <li>Static-like sounds</li> <li>Up to 95.2 dB</li> </ul>	Ð
<b>There is a whale</b> <i>The beach.</i> Music Cue #4: There Is a Whale; Music Cue #5: Eilidh and the Whale	<ul> <li>Complex noise</li> <li>Whale sound effects</li> <li>Breathy background sounds</li> <li>Loud shout</li> <li>Emotional impact</li> <li>Up to 98.8 dB</li> </ul>	
<b>Can you hear me?</b> <i>On phone screens.</i> Music Cue #6: Video Call	<ul><li>Complex noise</li><li>Bright light flicks on</li><li>Up to 89.7 dB</li></ul>	9 0

Music Cue #6: Video Call

### **ISLANDER** SCENE DESCRIPTION

### SENSORY

### **Silly question**

- Flashing lights
- Complex noise
- Up to 89.7 dB

### The beach.

### Transition

Music Cue #7: Eilidh and the Whale (Reprise)

<b>Grow up</b> Gran's cottage.	<ul> <li>Jumpy moment</li> <li>Up to 87.7 dB</li> </ul>	
The Spikkin	<ul><li>Complex noise</li><li>Clapping</li></ul>	\$
The Parley Hoose.	<ul><li>Flashing spotlights on actors</li><li>Some yelling</li></ul>	
Music Cue #8: Spikkin	• Up to 95.8 dB	

Music Cue #8: Spikkin

### The Shipping Weater

Recording booth.

Music Cue #9: Kinnan Sound Jingle II

### There is a girl

- Complex noise
- Up to 87.1 dB

Eilidh sits on cliff.

Music Cue #10: There Is a Girl



## ISLANDER scene

DESCRIPTION

### SENSORY

Stranger than the songs	<ul><li>Complex noise</li><li>Up to 93.1 dB</li></ul>	Ø
Abandoned school.		
Music Cue #11: Same But Different		
The Finfolk Song	Breathy sounds	5
Music Cue #12: Finfolk Song	<ul><li>Complex noise</li><li>Up to 84.6 dB</li></ul>	e/
Rehearsal	<ul><li>Clapping</li><li>Jumpy moment</li></ul>	
Gran's cottage.	<ul> <li>Up to 86.5 dB</li> </ul>	
Transition	• Up to 88.8 dB	\$
<b>Transition</b> Music Cue #13: Eilidh and the Whale (Reprise II)	• Up to 88.8 dB	Ð
Music Cue #13: Eilidh and	<ul> <li>Up to 88.8 dB</li> <li>Up to 93.4 dB</li> </ul>	5
Music Cue #13: Eilidh and the Whale (Reprise II)		Ø
Music Cue #13: Eilidh and the Whale (Reprise II) <b>A Kinnan Welcome</b>		9
Music Cue #13: Eilidh and the Whale (Reprise II) <b>A Kinnan Welcome</b> Abandoned school.		3
Music Cue #13: Eilidh and the Whale (Reprise II) <b>A Kinnan Welcome</b> <i>Abandoned school.</i> Music Cue #14: Blessing	<ul> <li>Up to 93.4 dB</li> <li>Complex noise</li> </ul>	

Seen...?

# Image: SceneDescriptionSensoryFriends?• Complex noise<br/>• Up to 88.7 dBImage: Disconsise<br/>• Up to 88.7 dB

Answerphone• Complex noise<br/>• Up to 87.3 dBMusic Cue #16:<br/>Answerphone• Stomping<br/>• Complex noise<br/>• Up to 91.9 dBThe Social<br/>Inside the Parley Hoose.• Stomping<br/>• Up to 91.9 dB

### School

Arran leaves Parley Hoose.

Music Cue #17: The Dance

towards each other.

### Very sorry for your loss

Three days later. Gran's cottage.

Music Cue #18: Sorry For Your Loss

- Emotional impact
- Complex noise
- Bright spotlight on actor
- Up to 93.9 dB

Runaways

- Eilidh hurrying towards pier.
- Emotional impact
- Complex noise
- Up to 87.1



### ISLANDER scene

### DESCRIPTION

### SENSORY

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### The Sound

At sea on boat.

- Complex noise
- Breathy sounds
- Flashing lights
- Strobing
- Emotional intensity
- Up to 98.3 dB

### There is a (baby) girl

- Music Cue #19: There Is a (Baby) Girl
- Complex noise
- Up to 89.4 dB

#### Setsea

Arran stands in sea.

Music Cue #20: Arran & the Whale

- Complex noise
- Breathy/whale sound effects
- Vibrating sound
- Up to 92.0 dB

### **New Horizons**

Music Cue #21: New Horizons

- Stomping
- Complex noise
- Up to 113.3 db





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