

Thank you for booking to see Double Act, a VR experience displayed at Hove Museum of Creativity.

We are looking forward to seeing you. Please let us know if you are now unable to attend by cancelling in Eventbrite where you booked your ticket.



Hove Museum of Creativity  
19 New Church Road,  
Brighton & Hove,  
BN3 4AB

There are buses to Hove Museum of Creativity and Hove train station is a 20 minute walk away. There's more information on how to travel to Hove Museum of Creativity on their website: <https://brightonmuseums.org.uk/hove-museum-of-creativity/plan-your-visit/>

Brighton Museums website has information about disability access at Hove Museum of Creativity: <https://brightonmuseums.org.uk/hove-museum-of-creativity/plan-your-visit/>

Access features within the VR experience are captions, audio description within character speech and can access using one controller.

Meta suggests consulting a doctor before using Meta Quest if you are pregnant, an older person, have pre-existing binocular vision abnormalities or psychiatric disorders, or have a heart condition or other serious medical condition.

<https://www.meta.com/gb/legal/quest/health-and-safety-warnings/quest-3s/>

In line with NSPCC safeguarding guidelines, this VR experience is suitable for participants aged 13 and over only. VR headsets may not be appropriate for younger children in terms of fit and physical comfort. Participants under 13 are therefore unable to take part.



Double Act shall be displayed on the ground floor in the room to the left of the gift shop as you enter the museum.

Double Act will be displayed in the bay window. There will be information. Two VR headsets and two swivel chairs.

The artist Jess, and another member of staff will be there to help you put on the VR headset and we explain the experience.

If this room is too noisy we may move to the education room.



This is a VR headset

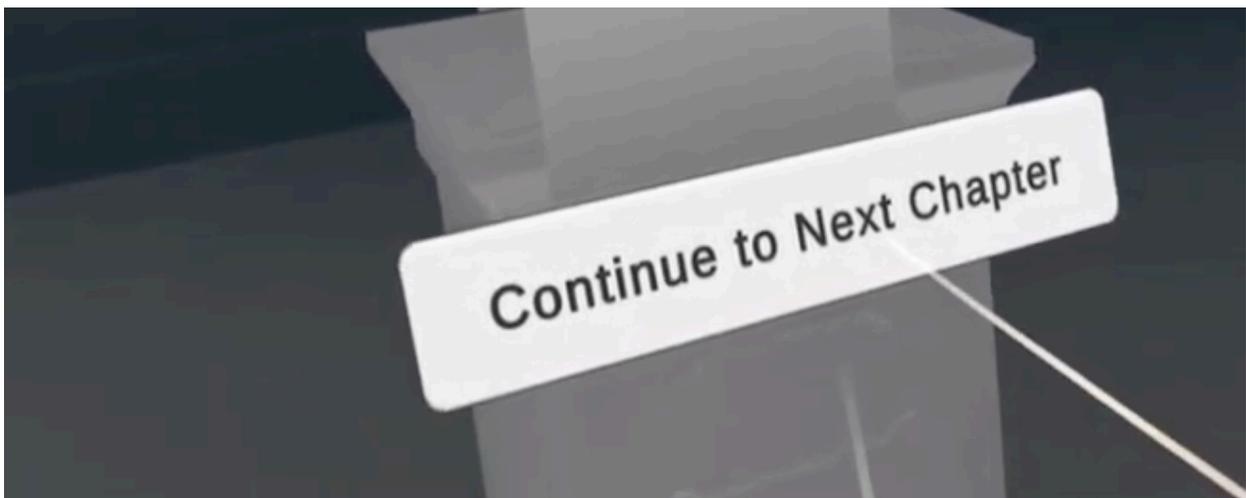


These are the hand controllers you can use one or both to move in the game

- Pressing A button allows you to be taken to each interactable object
  - Using the thumbsticks you can navigate the space
- Trigger (on the front of the controller) allows you to tap objects in your environment
  - Grip button (on the side of the controller) allows you to grab objects



When you put on the headset you will see the start button. Using the controller you can tap to start the game. You can also tap for subtitles on or off.



If you would like to move to the next room you can tap on 'Continue to next chapter'



In each room there are different objects to explore

In the first room you will meet filmmaker George Albert Smith. You will be able to hear an actor speaking as George Albert Smith.

First room:

Look out the window

Look what the telescope can see

Listen to the crystal ball

Watch a

Magic lantern performance



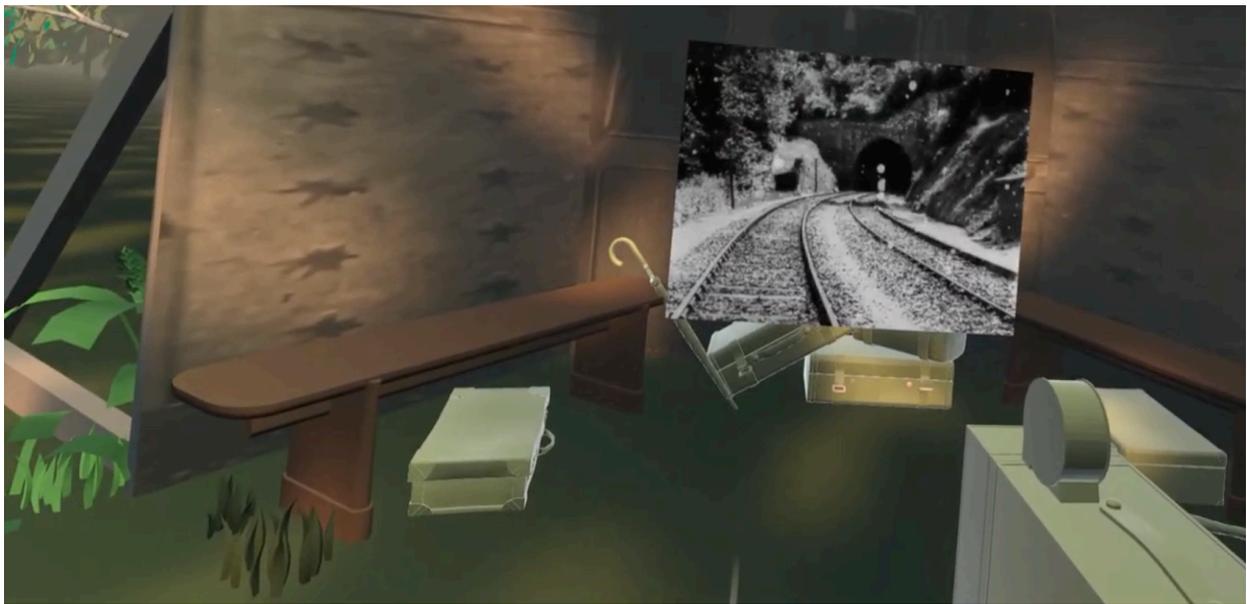
In the second room you will meet filmmaker and actor Laura Eugenia Bayley. You will be able to hear an actor speaking as Laura Eugenia Bayley.

Second room:

See Laura perform in the paper theatre

Look at the film cameras

Look at the newspaper



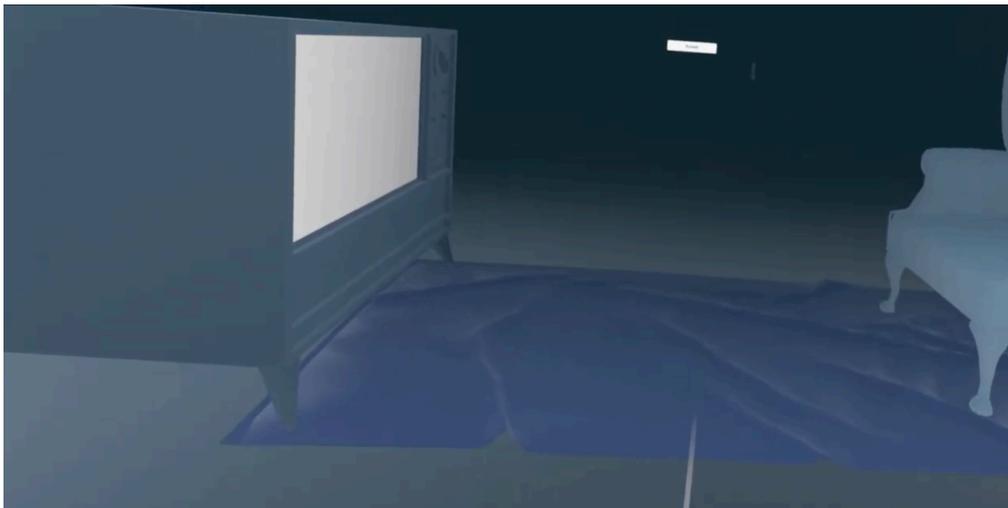
In the third room you will visit St Ann's Wells Garden. You can explore the garden.

Third room:  
Greenhouse to buy and grab fruit and plants  
Visit the fortune teller  
Watch three films, there is one film hiding



In the fourth room you will visit the 'Laboratory lodge' and hear a different voice, an actor speaking as businessman Charles Urban.

Fourth room:  
Film reel  
Ticket and programme  
Kinemacolor film  
Look at photographs, plans and blue prints  
Grab Kinemacolor programmes, invitation and advertisements



In the fifth room you will see George Albert Smith's chair and TV.

Fifth room:  
Watch tv  
Tap finish to see the credits