Non-technological solutions for addressing sensory needs:
1. Sensory Kit
2. Sensory Guide
3. Social Narrative

Technological solutions for addressing sensory needs:
1. QR Code

There is variability between museums on what is included in a sensory kit. Many of the objects are often not related to the museum context. This list is an attempt to standardize what should be included to museum visitors based on existing kits. Items should be customized to the exhibit whenever possible to increase museum interpretation. Due to COVID-19 and museum closures, this time may be beneficial in researching different fabrication methods used to ensure safe and efficient means of item sharing.

Sensory Kits
- **Low cost solutions/ easy to clean (under $30)**
    - Noise reduction headphones
    - Sunglasses
    - Visual timer with auditory feature
    - Fidget*
        - This will be customized via 3-D printer to incorporate the museum theme and will provide a tactile item for users
    - Soft fidget
    - Calming cards
- **High cost solutions/ difficult to clean ($30+)**
    - Weighted vests/ blankets
    - Weighted lap pad
- **Non-returnable objects (transitional objects)**
    - Chew necklace/ item

Availability
- Free of charge
- Check out/ pick up either at front desk or left in museum room for smaller museums
- Have a checklist to ensure items are returned

Pain points
- *Staff intensity*
    - Staff would need training on usefulness of sensory friendly resources
    - If it is a large museum, it would need to be checked in and out (issues of self-disclosure)
    - Solution: Possible for smaller museums to have them readily available for users to pick up and drop off in the exhibit room
- *Age*

- Not just meant for children so kits should not be infantilized