

## The Sheds Tour Video Transcript

This video gives a tour of the Temple Quarter Research Hub, which many people refer to as The Sheds. The video will highlight some accessibility considerations for those using the building. Additional considerations, including door widths, can be found on the MyWorld website.

Upon arriving at The Sheds, you'll find a full court with two parking spaces. This is the only parking on site, and it's reserved for disabled badge holders. The pathway to the entrance is step free and paved to ensure easy access.

You'll enter the building through 2 automatic doors leading to the main lobby and reception area which has seating for visitors. Please sign in at reception and collect a visitor pass. Many of our specialist facilities are only accessible with a key card. Please let a member of the team know if you require access to these spaces and guest access can be arranged.

Throughout The Sheds, there are maps of the building. The first is in the lobby. The Sheds building is made-up of the Retort House which is home to the Bristol Digital Futures Institute and the Coal Shed which is home to MyWorld. The lobby is located in the Retort House.

The first floor of the Retort House is accessible by a staircase with handrails or the lift located behind the reception desk. Here, you'll find a mezzanine hot desking space where the BDFI staff work. This leads to the Neutral Lab, a bright and airy shared working space. The whole building is thoughtfully designed with plenty of natural light, complemented by carefully diffused artificial lighting, creating a sensory-friendly environment. The layout of the Neutral Lab is adaptable as most of its furniture is on wheels. Attached to the lab is a small kitchen with a hot water tap, tea, coffee, milk, a microwave and a fridge.

Heading back to the ground floor, you'll find a small kitchen equipped for making drinks or heating food. Next to this is a toilet block with an accessible toilet inside. All toilets in the building are gender-neutral. As you move down the central corridor, which links the Retort House and the Coal Shed, you'll find a range of meeting and working spaces.

On the left side of the corridor, as part of the Retort House, you'll find the Workshop Room, a flexible meeting and event space that accommodates up to 30 people. The small meeting rooms. The Quiet Room, a calm space with comfortable seating for up to four people, designed for well-being breaks or some downtime. The XR Suite, equipped with advanced virtual and mixed-reality headsets. The test and development room. And the reality emulator, an immersive, cave-like environment where up to 8 people can view 2D and 3D visualisations in 360°. There's a fire exit located in this room. There's also a fire exit at the end of this corridor.

Moving back to the lobby, you can enter the coal shed through the large doors on your right. These doors are particularly heavy. Individuals with mobility issues may need assistance here. Other than the entrance to the building, there are no power-assisted doors in The Sheds. Please let a member of the team know, if you may need assistance opening doors.

As you move into the Coal Shed you'll find the Hub. The Hub offers a versatile co-working space with

a large, well-equipped kitchen and a set of toilet cubicles, including an accessible toilet. Off the Hub are two meeting rooms. It's worth noting, the Hub can get quite loud and busy around lunchtime.

Returning to the central corridor, on the right-hand side you'll find the Training Room and the Smart Cinema. Access to the cinema is via a gently angled ramp. The cinema is designed for content review and research. It offers seating for up to 36 people and it's fully equipped to create an immersive audio-visual experience. The seats are 52cm wide and the first row of seats can be removed to accommodate wheelchairs. Please try to let us know two weeks in advance of your visit, if you require seat removal.

Further down the corridor, you'll find an entrance to the Experimental Studio. The Experimental Studio is designed to host collaborative research and development. The layout and equipment used in the studio can vary, depending on the production. Visitors should be aware that the space might change from one visit to the next. This can also be a bright, colourful and loud environment, depending on the activity inside.

If we return to the entrance of the Hub, you'll notice a set of stairs leading up to the first floor. At the bottom of the stairs, you'll also find a lift. Upstairs on the Mezzanine, there's a spacious and versatile workspace. From here, a door located on the right leads to the two soundproof edit suites. Edit Suite 1 is a more compact space. Wheelchair users may struggle to enter the room due to this. Edit Suite 2 offers more space. Through the door on the left of the Mezzanine, is the Projector Room. This room can become very hot, loud, and cramped.

Moving back downstairs, you'll find another corridor, past the Hub, at the end of the building. Here, you'll find another fire exit, the Director's Office and a further meeting room. Through the card key door are the Audio Control Room and the Visual Control Room. Beyond that, there are two further entrances to the studio, with a storage room and a fire exit located further down the corridor.

In the event of a fire, alarms will sound. The signage will direct you to your nearest of the five fire exits. Fire wardens will also sweep the building. If you're a wheelchair user on the first floor, please make your way to either of the two call points. There's a call point at the top of the main staircase in both the Retort House and the Coal Shed. Once here, press the call button. A fire warden will arrive and assist you down the stairs using an evacuation chair. You'll be notified if a fire alarm test is scheduled during your visit.