

Access Guide

This is an access guide for *Glory Mold: 2084*, a prototype interactive and immersive installation about an AI slime mold.

How to find us

The installation is in the **Undershed** venue at Watershed.

1 Canons Road
Harbourside
Bristol BS1 5TX

Getting here

Watershed is located on Bristol's historic harbourside in the city centre.

Bus

The nearest bus stops to Watershed are on 'The Centre', no more than a 2 minute walk away. Plan your journey by bus at travelwest.info.

Cycling

There are many cycle parking locations at the front and back of the building.

You can find many more parking locations across The Centre nearby.

Ferry

There is a ferry stop just along from Watershed with [regular Bristol Ferry Boat services](#) running from Temple Meads, Hotwells and around the city centre. Additional [services from No7 Boats](#) run at weekends and during school holidays.

Car

The closest car parks are [Millennium Square Car Park](#) and [Trenchard Street NCP parking](#).

There are two Blue Badge parking spaces to the rear of Watershed on Canons Road.

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Watershed Access Information

You can find an accessible guide to Watershed at the following weblink: <https://www.accessable.co.uk/venues/watershed>.

At the link you can find images of each floor of Watershed.

The main entrance and Box Office are both on the ground floor which is accessible via a ramped, electronically assisted entrance door. Guide dogs and hearing dogs are very welcome. Guide dogs can be left with a member of the installation team whilst you experience the installation.

The Glory Mold: 2084 installation is in the Undershed which is on the ground floor, on the right of the Box Office. It is wheelchair accessible.

The first floor of Watershed is accessible via the lift from the main entrance and includes level access to all areas, including:

- toilets
- all other events spaces
- a large and spacious Café & Bar

There are two accessible toilets (with baby changing facilities). One in the top foyer, beside the toilets, or follow the signs for the Cinemas for the second accessible toilet on your left through the double doors before Cinema 1.

The toilets in the first floor foyer are for everyone - some of the fully enclosed cubicles have a sink and mirror in them, some are ambulant (a bit more spacious with supports such as grab rails) and there is also a large family room with plenty of room for a buggy. Just through the Café & Bar we still have separate male and female toilets.

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Chill Out Space

There is a chill out space available on the Watershed site. It requires a short journey from the installation venue. The route requires a key fob, so you will need to have a member of the team travel with you, however you should be able to make your own way back.

You are welcome to ask to access this space at any time, and to stay for as long as you want. The breakout space is a small dark room with two sofas and a closeable door.

Audio Description

Audio Described tours of Glory Mold: 2084 are running on the afternoon of the 20th September, with our fantastic audio describer Adae Bajomo.

There are three audio described tours available at the following times:

- Friday 20th September, 1.30pm
- Friday 20th September, 3pm
- Friday 20th September, 4.30pm

Booking

Email us on: access@producedmoon.co.uk to book a space on a tour. Let us know which tour you'd like to book onto, and how big your group is (if you are part of a group).

Walk-ins are welcome, however we encourage booking. There is a maximum capacity for the space, and booking ahead helps us manage this. If you haven't booked ahead we can't promise that a space will be available on the next audio described tour. Please reach out to us if this is a concern.

If you have questions or would like to speak to someone about access, please feel free to get in touch anytime on access@producedmoon.co.uk. We'll get back to you within 24 hours.

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Each tour will incorporate the following:

- An 'onboarding' and introduction to the installation.
- An audio described tour of the installation. The tour itself will take approximately 30 minutes.
- An 'offboarding', where you can find out more about how the installation was made and the wider context of the work.

Sighted guides will be available for each part of the audio described tour. Guide dogs can be left with a member of the installation team.

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Story Guide

Please be aware the Story Guide involves spoilers for the show.

In the installation you will be able to:

- Move around the installation.
- Talk with the character of Glory Mold.
- Listen to the character of Glory Mold speak, via headphones.
- Listen to short scenes between Glory Mold and key people in their life:
 - John Murray, the caretaker of this flooded server farm
 - Dr June Adowaa, the computer programmer who created Glory Mold.
- Experience the changing nature of the space. As Glory Mold answers questions, lights will move across the room. Over your time in the space, the heat level will change slightly. There is a heater located in the room, as well as a set of fans, which will be turned off and on at various points.

To interact with Glory Mold:

- You are invited to be seated at the computer terminal. There will be chairs available.
- There will be a metal keyboard available for typing. There will be no mouse. You need to press hard on the keyboard to activate the keys. There are small bumps on the F and J key for keyboard navigation. The enter button and keyboard arrows are in slightly different locations to those you might expect.
- When you type in questions, the character of Glory Mold will respond. Typed questions will appear on the screen at the terminal, Glory Mold's response will appear below the question asked. Glory Mold's responses can also be listened to on headphones.

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In response to some questions, Glory Mold will play 1 of 8 short audio scenes or 1 of 4 extracts of ABBA songs via 1 of 3 speakers in the space:

- The first set of scenes are between Glory Mold and Dr June Adowaa, the AI programmer who created the program that forms a part of Glory Mold. These scenes explore ideas of responsibility and credit.
- The second set of scenes are between Glory Mold and John Murray, the caretaker at the server farm you are in. These explore a transformation in John's relationship with his body and self.

Before a piece of audio is played:

- Light moves along an LED string that tracks a route through the space.
- Light moves with a pulsing motion, leading to a speaker or a phone.
- This speaker/phone will play an audio track. Follow the light to listen.
- Once the light has stopped moving, the phone or speaker will light up.
- While audio is playing, light rises and falls in response to volume levels.
- Once the track is finished, the LEDs will then trace back to the computer terminal and Glory Mold screen.

Four objects can be found across the room:

- A pair of knee high white patent boots
- A pile of oats in a translucent container
- A black walkie talkie in a metal bucket full of water
- A men's jumper

The level of heat will change in the room. On the right hand side of the room there is a heater, on the left hand side there is a tower of fans. These will turn off and on on a thirty minute sequence.

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Onboarding Room

As you enter the Undershed you will move into an onboarding space, which will include:

- An introduction to the installation.
- An access table.
- A research table.
- An interpretation table.

Access Table

On the access table you will find:

- A breakdown of the access support available
- A hard copy of this access guide
- Scripts for the eight short scenes included in the installation
- Content warnings
- Masks, hand sanitiser, anti-bacterial wipes
- Ear defenders
- A mini touch tour of materials in the space
- A person who can provide access support and answer questions

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Introduction

The introduction is a single A1 sign with the following text:

Glory Mold: 2084.

A prototype immersive, interactive installation.

You are about to enter 2084.

In this world, humans live alongside a slime mold artificial intelligence, called Glory Mold.

Three months ago, Glory Mold flooded every data centre in the South West, including this one.

You will play with other audience members in a team.

We invite you to be more slime mold:

- Talk to each other
- Tendril yourself in many directions
- Work together
- Sync your breath to every animal in the room
- Explore
- Conjoin with your team to form one undulating plasmordial goo.

Research

The research table will feature:

- Concept and research imagery
- Sketches of the technical systems used in the project and installation
- Articles and books that inspired the work
- A slime mold
- An invitation to give feedback: several feedback questions with cards and pens.

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Interpretation

The interpretation table will feature:

- Texts about the process of making the work
- Texts about the tools used to make the work
- An overview of the wider project.

Lights and Sound

There will be warm light in the onboarding space at a relatively low level.

You will hear the sounds of the installation:

- An ambient soundscape
- Audio scenes playing out of speakers
- There will be people in the space talking to one another.

Physical Access

There is a maglock door to the Undershed, and a ramp to the left with a slight incline. On the right hand side there will be the access table. On the left side you will find interpretation and research materials. Ahead there is a frosted PVC curtain and some metal caging on your right with the introduction text attached.

Visual Access

There will be written signage across the onboarding space, as well as physical objects to touch and interact with. There will be a sighted guide who can read the text aloud.

At the end of the installation we will invite feedback. You will be invited to either fill out a feedback card or speak to someone to give feedback.

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Audio Access

Members of the team will lead you through onboarding and will be available to speak following the installation. There is no BSL interpretation or language interpretation available.

The Installation

To enter the installation space you will move through some PVC curtains.

In the centre of the space will be a long desk with a keyboard, a portrait screen and two chairs. There will be two pairs of headphones on the desk.

To your left there is:

- A server block: metal shelves with translucent panels
- A tower of small fans
- A low metal bench
- A phone attached to the wall.

Behind the desk there are:

- Metal shelves
- A radio
- A server block: metal shelves with translucent panels.

To your right there are:

- Two metal cases
- A low metal bench
- Metal shelves
- Two tannoy speakers
- A heater

Across the room there are:

- Yellow tubes of light
- Slowly fading strips of light that move between yellow and orange
- Yellow slime mold patterns on the floor
- Metal caging.

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Lights and Sound

There will be a low light level in the space. All of the light will be moving or pulsing.

- There will be light in the room slowly pulsing.
- There will be light patterns that move in lines across the room.

Light will generally act as a guide around the installation, indicating where a sound will be played next.

Sound will play as part of the installation:

- Low level ambient music
- The audio scenes playing through speakers and a phone.

You can listen to Glory Mold's voice through headphones on the desk.

Physical Access

Around the large physical objects in the room there are wheelchair accessible routes. There will be seating available across the installation, in front of the computer and on two low benches.

Visual Access

There are constantly moving lights, which communicate where audio will play from. On Friday, 20th September, there are audio described tours of the installation.

All of Glory Mold's responses appear as text on the screen. there will be headphones available to listen to them read aloud.

Audio Access

There are 8 potential audio scenes that will play through speakers in the space, as well as music. There will be printed versions of the scenes and the lyrics available. There is no BSL or language translation.

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Contact

If you have any questions about access, the installation or would just like to talk to someone get in touch with us at: access@producedmoon.co.uk. We'll aim to reply to you within 24 hours.

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Content Warnings

There is generally a low light level in the space. All the light in the room will be dynamic and moving.

There will be:

- Constantly pulsing light throughout the installation.
- Light moving in lines across the walls, furniture and floor in response to audience interaction.

The light will be both warm and cold: orange, yellow, red, white and green.

The installation space will be shared by a group of audience members. It will be quite dark with many different things happening. Be aware that other audience members may move around unpredictably.

The Glory Mold character is built using an AI chatbot. While we have given clear guidelines for conversations, AI is inherently unpredictable, and we can't be sure what the character will say, or how they will respond. It is possible that the character will say or repeat hate speech, though we have done what we can to avoid this.

There are different audio scenes that are played through speakers in the space. These will be triggered at various points by the AI depending on the topic of conversation, so timestamps are unavailable. Characters may curse. Scenes explore experiences of racism and sexism, climate and property destruction, responsibility and accountability, self harm, job loss, gender identity and changing relationships between body and self.