

Inclusive Launch Playbook

for SUMMIT One Vanderbilt

A one-of-a kind experience for everyone.











Sensory Access Map of SUMMIT One Vanderbilt

With a focus on vision, sound, touch, smell, and other sensory elements, these maps and visitor guidelines will assist those with a variety of sensory preferences and needs in preparing for their visit and navigating the SUMMIT spaces.












SUMMIT offers a variety of different sensory experiences for guests to explore. Consider your own sensory needs and preferences, and use this guide to help you plan and enjoy your visit!

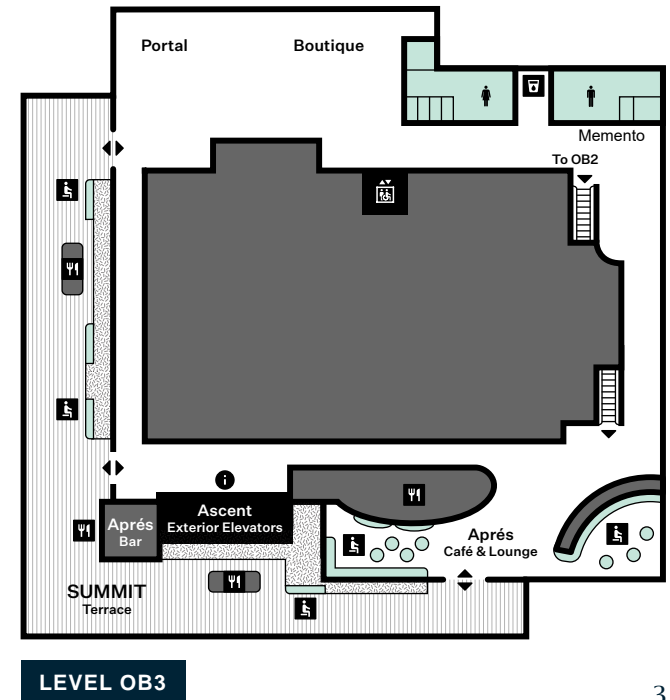
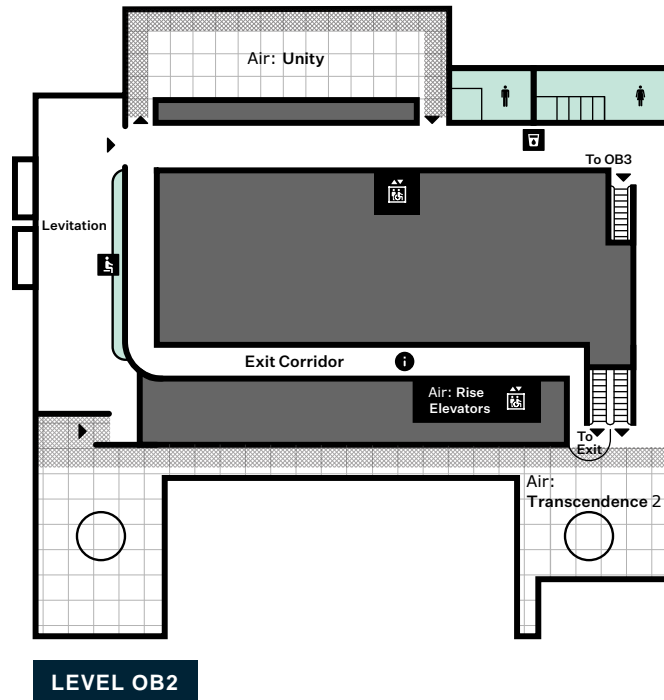
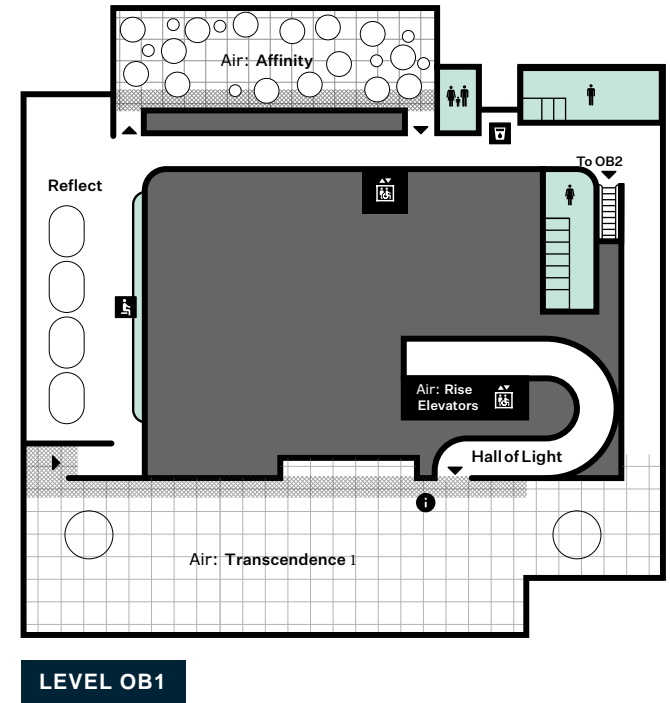
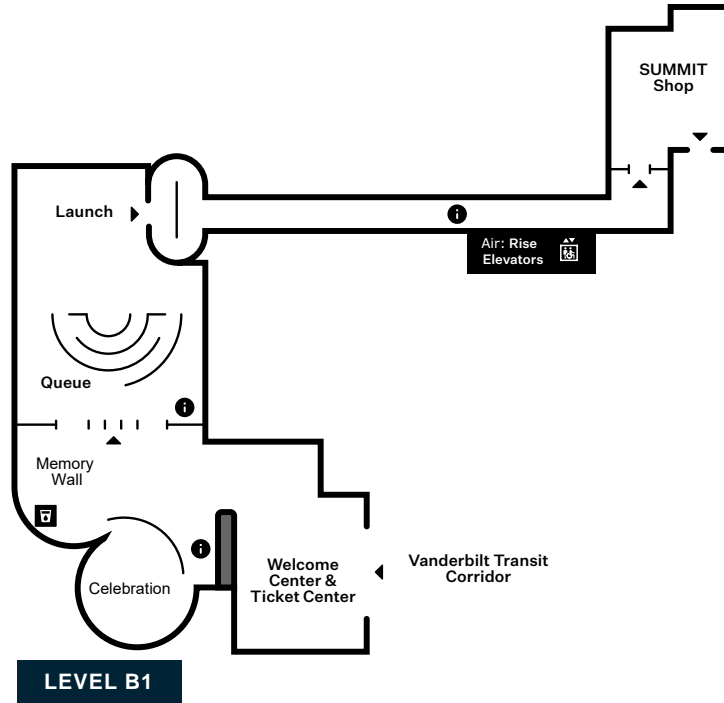
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Floor Overview

Legend

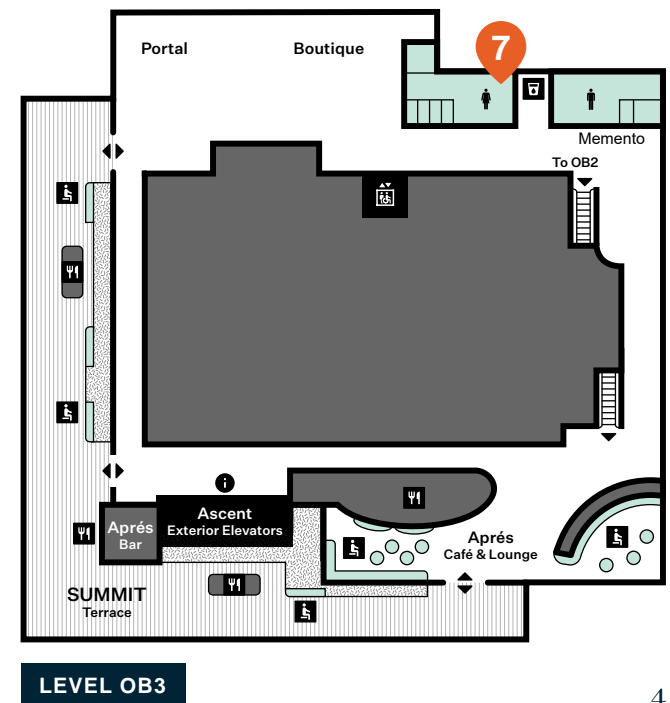
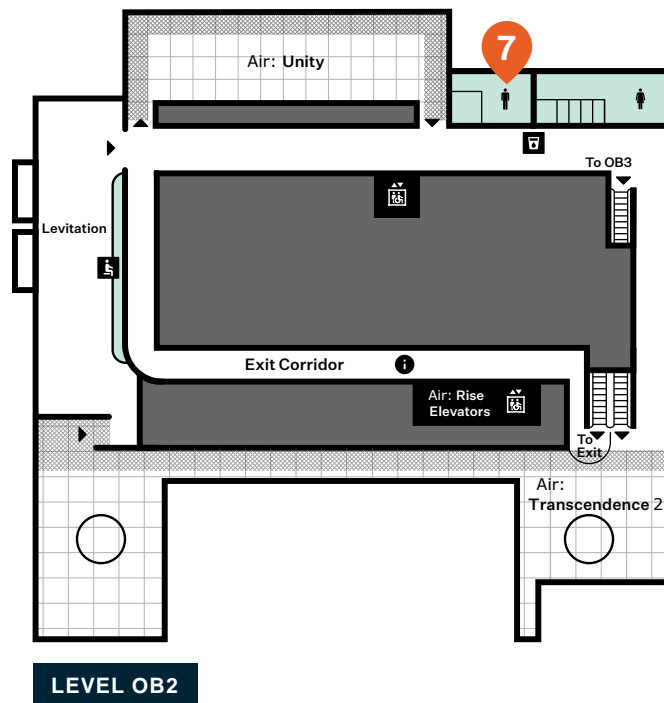
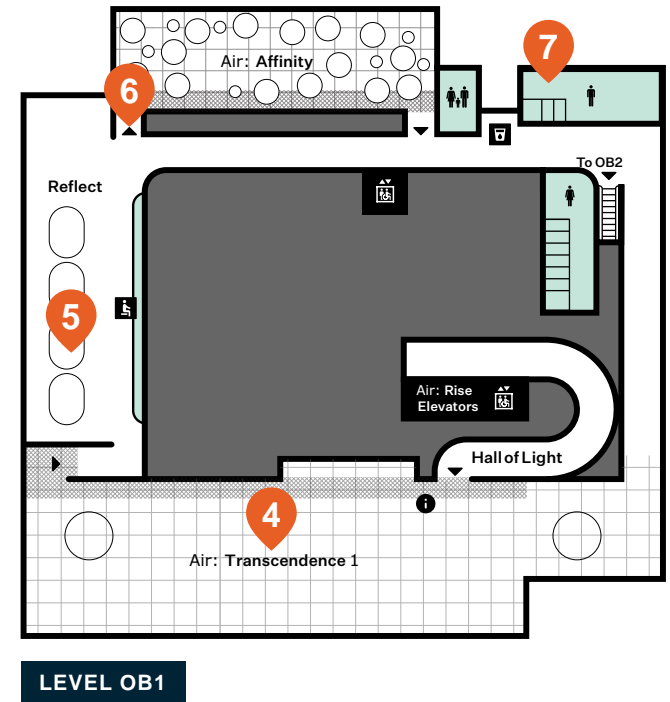
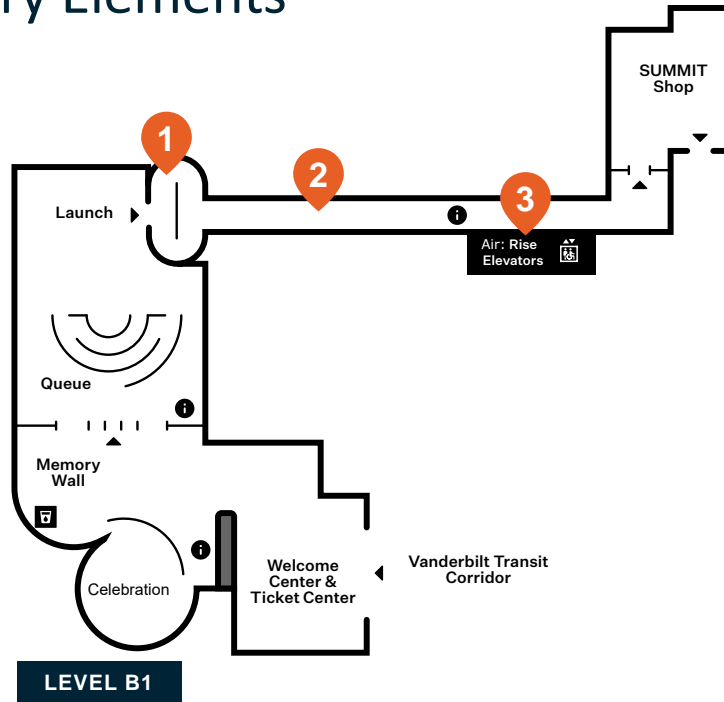
-  Restroom Men
-  Restroom Women
-  Restroom Family
-  Elevator (Accessible)
-  Cafe/Bar/Food Cart
-  Seating
-  Water Fountain
-  Privacy Path (Non-Reflective Walkway)
-  SUMMIT Staff





Unexpected Sensory Elements

- 1** Small mirrored corridor and first fully-mirrored space for guests to acclimate to infinity mirrors.
- 2** Slow, pulsating lights with corresponding soundscape lead guests down this darkened hallway.
- 3** Bright, reflective, fast-moving elevator with “whooshing” soundscape along with sustained, flashing lights that may affect those with photo sensitivities. Some guests may experience pressure in their ears during ascent and descent.
- 4** Fully-mirrored, 2-story room. Guests will see their reflections, the reflections of others, and guests walking around upper level.
- 5** Kusama exhibit displayed on the ground. Guests are not allowed to touch the exhibit.
- 6** Rush of air when you enter this room filled with floating, reflective balloons that guests can touch. Guests are not allowed to punch or kick the balloons.
- 7** Bathrooms have textured walls, windows to the outside, and automatic hand dryers attached to each sink faucet. Walls are all one color by floor: OB1: light blue, OB2: dark blue, OB3: bright orange.





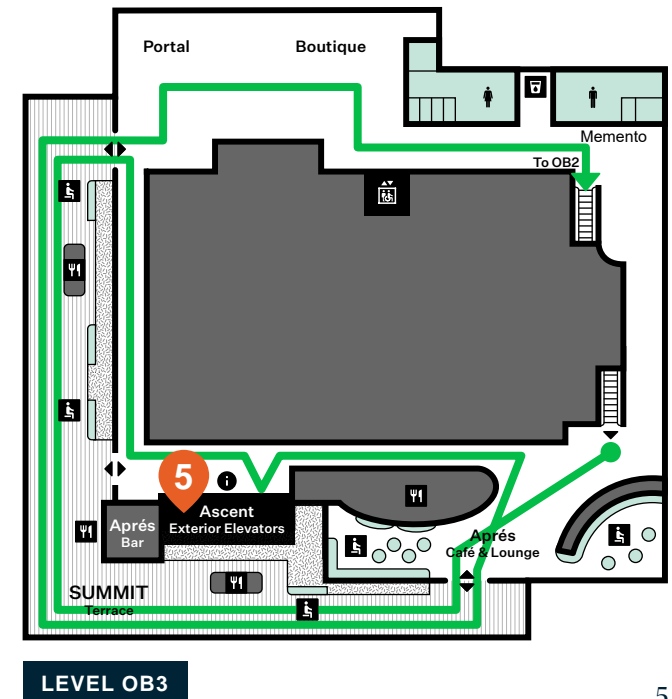
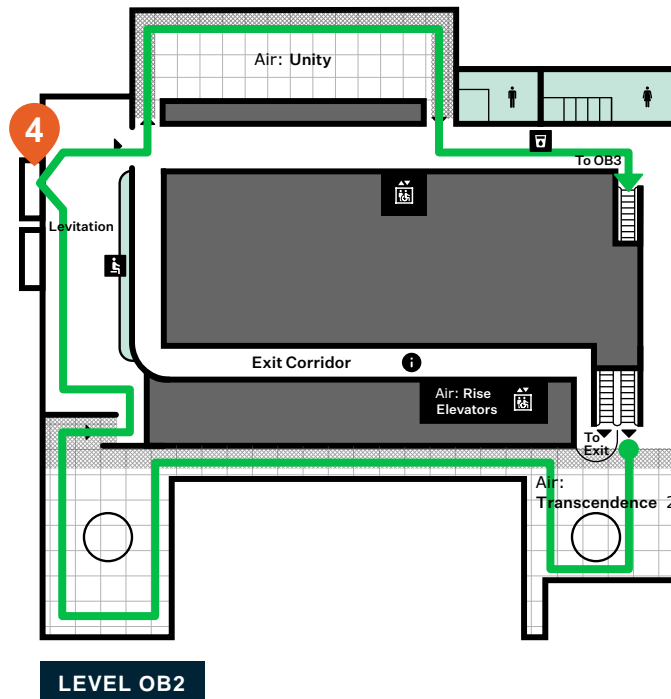
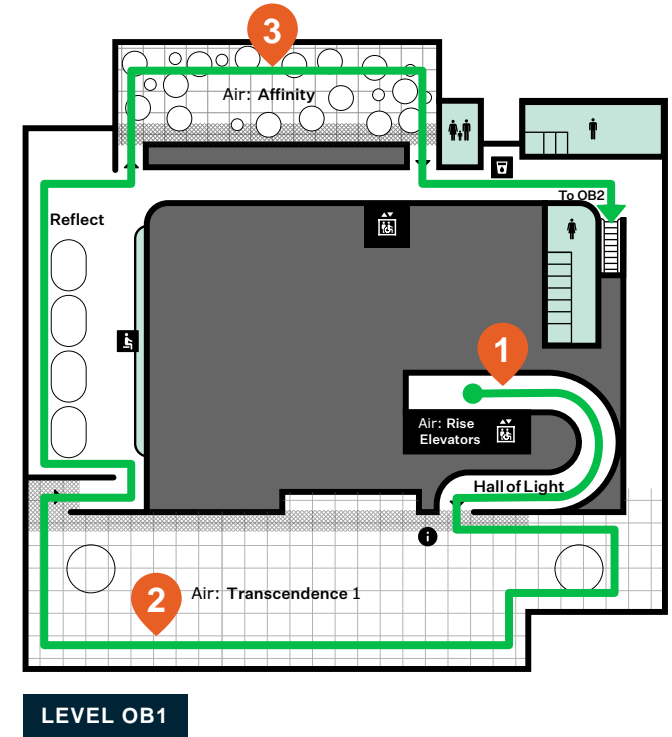
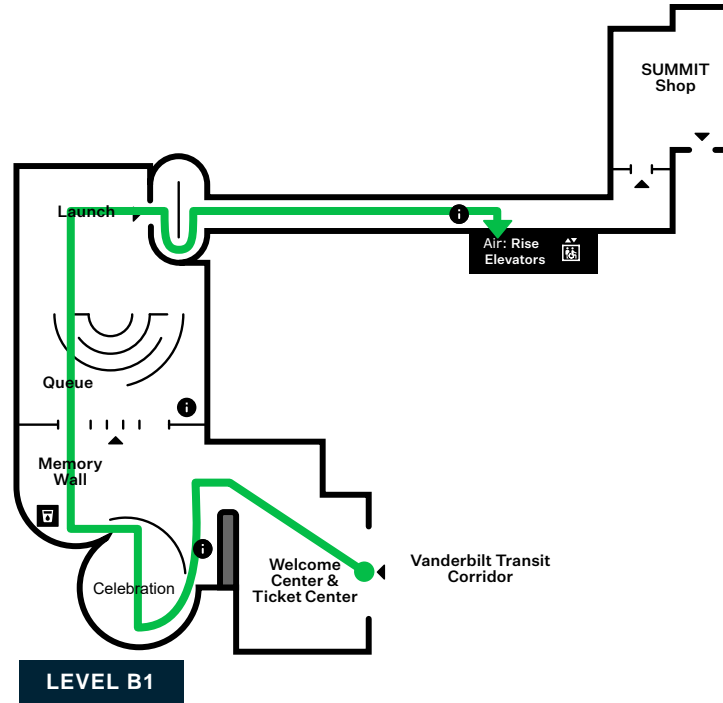
Sensory Routes



More Intense Sensory Route

These paths show high intensity routes from a sensory perspective. Guests will encounter crowded spaces and experience highly reflective, interactive, and shifting environments.

- 1 Move through a Hall of Light that changes in color based on time of day and weather.
- 2 Step inside a 2-story room with mirrored floors, walls, and ceiling. Wall of windows overlook New York City.
- 3 Walk through a mirrored room filled with reflective mylar balloons floating all around.
- 4 Step out on a windowed skybox with a clear floor looking straight down over 1,000 feet to Madison Avenue.
- 5 Ride "Ascent" external glass elevator an additional 120 feet for a view of Manhattan from 1,140 feet.





Sensory Routes



Less Intense Sensory Route

These paths show less intense routes without compromising the SUMMIT experience. Guests who prefer more controlled sensory environments have the option to choose calmer paths, bypassing some of the more intense experiences.

1 Guests can take this route to skip this level/experience.

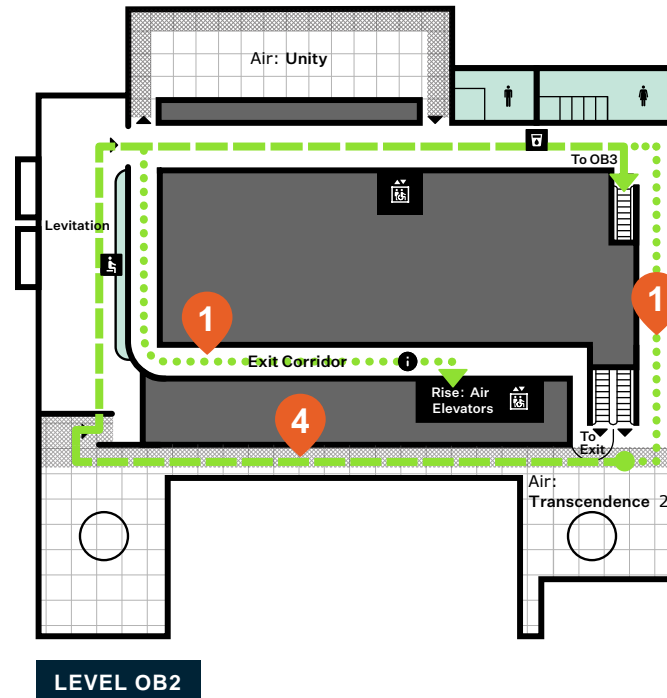
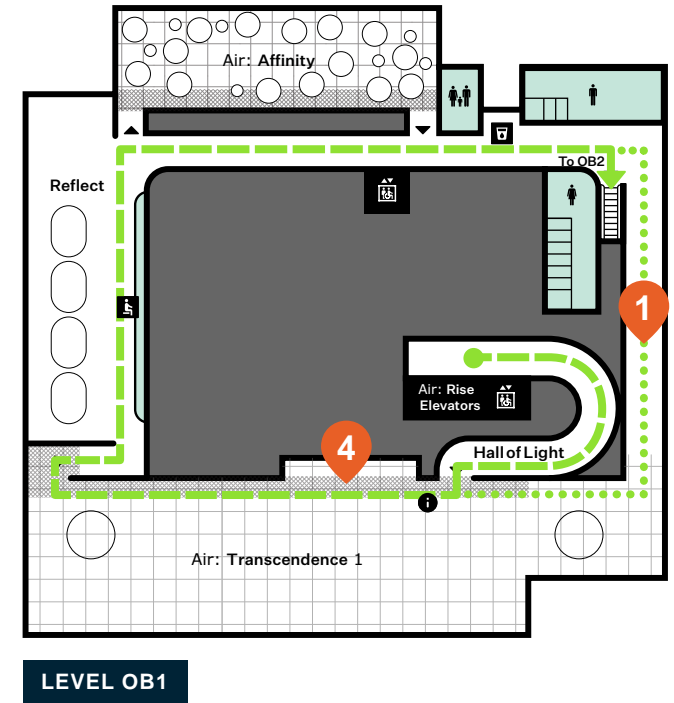
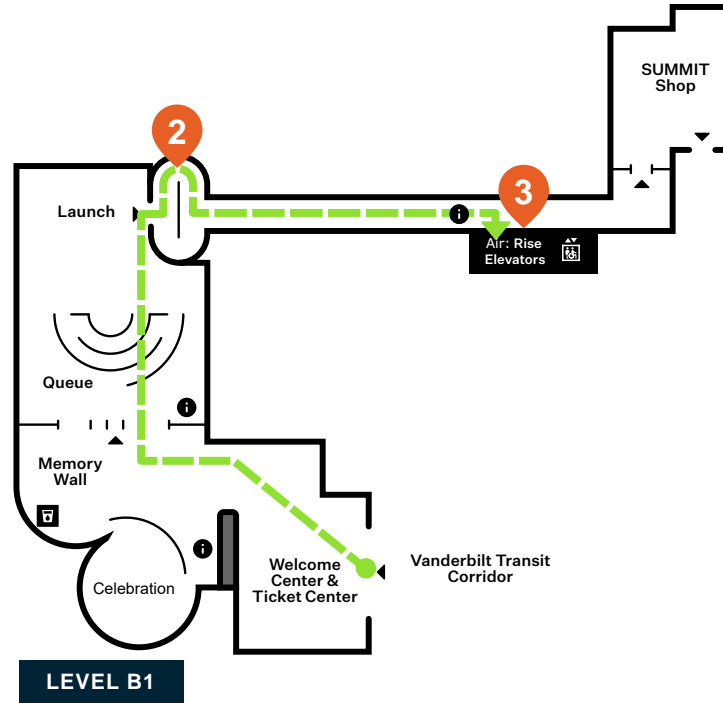


2 Take the path on the left for a shorter path through your first mirrored room at SUMMIT.

3 Ask a SUMMIT Ambassador for a less-stimulating elevator ride without sound or flashing lights.

4 Grey "privacy paths" provide a less-stimulating route through all mirrored rooms.

5 Guests have the option to take a short walk outside briefly through the terrace or avoid the cafe and terrace entirely and travel back down the escalators.

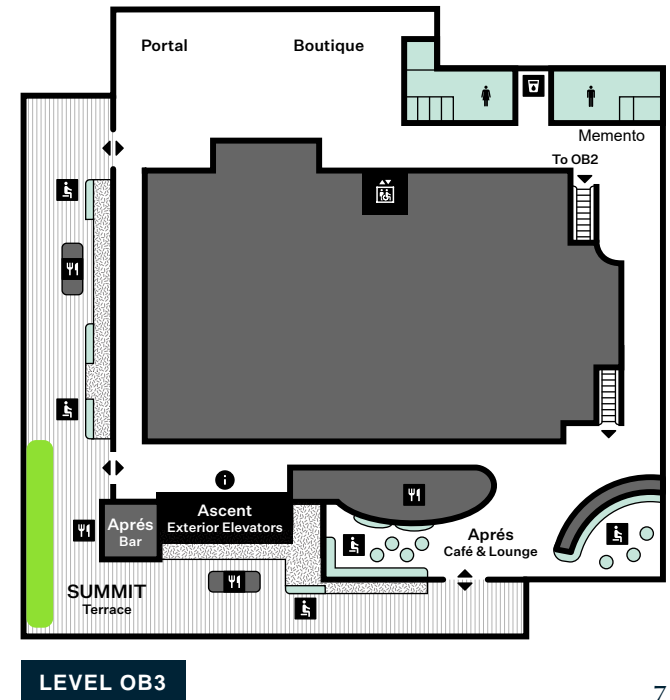
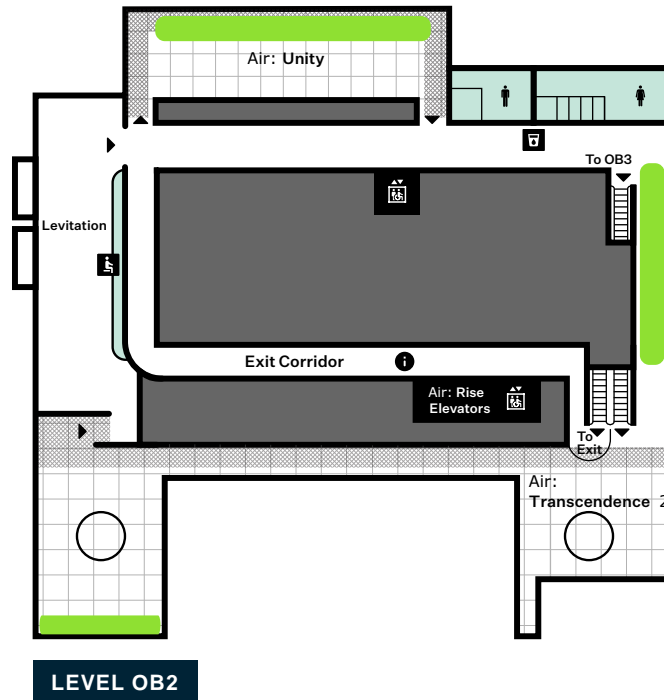
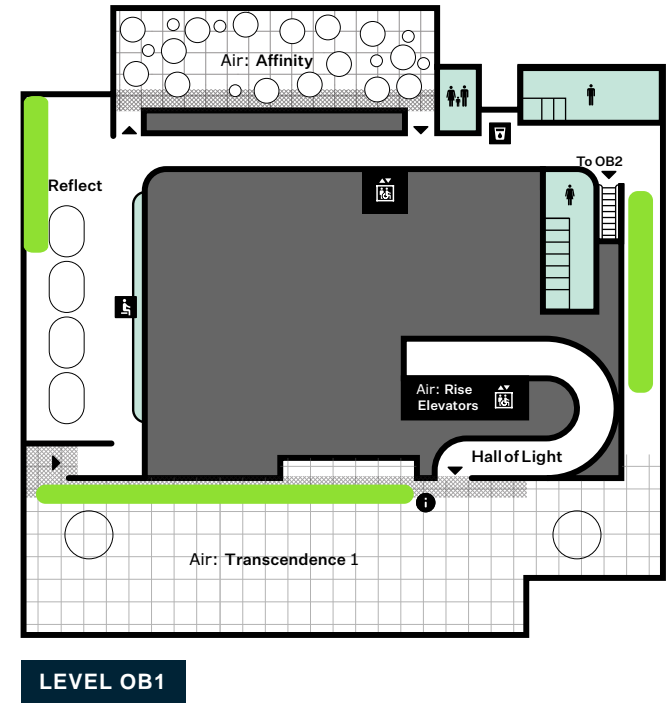
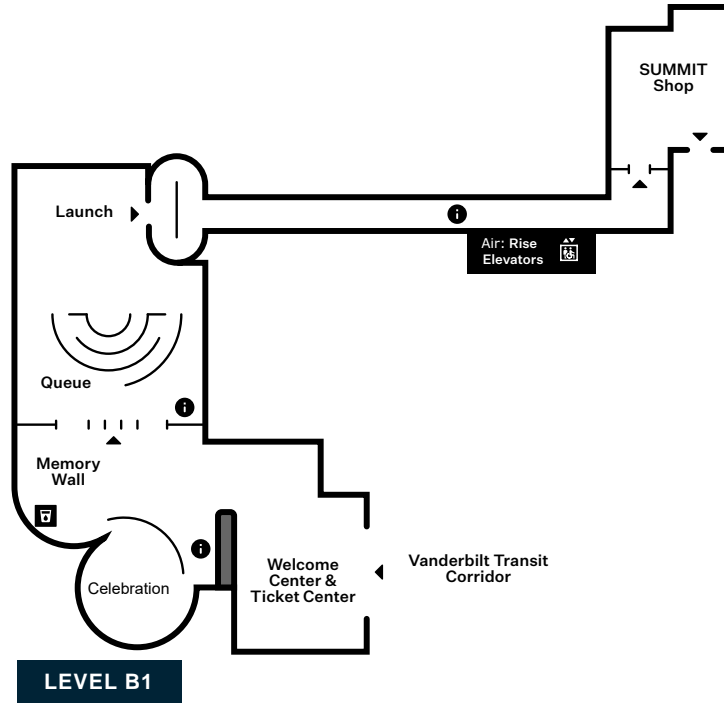


Crowding

SUMMIT will be using timed-ticketing with all guests, but crowding will shift across spaces and days and is hard to predict. This map highlights spaces that tend to be less crowded.

Tend to be Less Crowded

Spaces are marked that are likely to be less crowded on any given day.





Vision

LEVEL B1



Brightness

Maximum amount of natural or artificial light in the space during the day.



Movement

Physical or digital objects moving in the space.



Reflectivity

Amount of reflective surfaces on floor, walls, and/or ceiling.



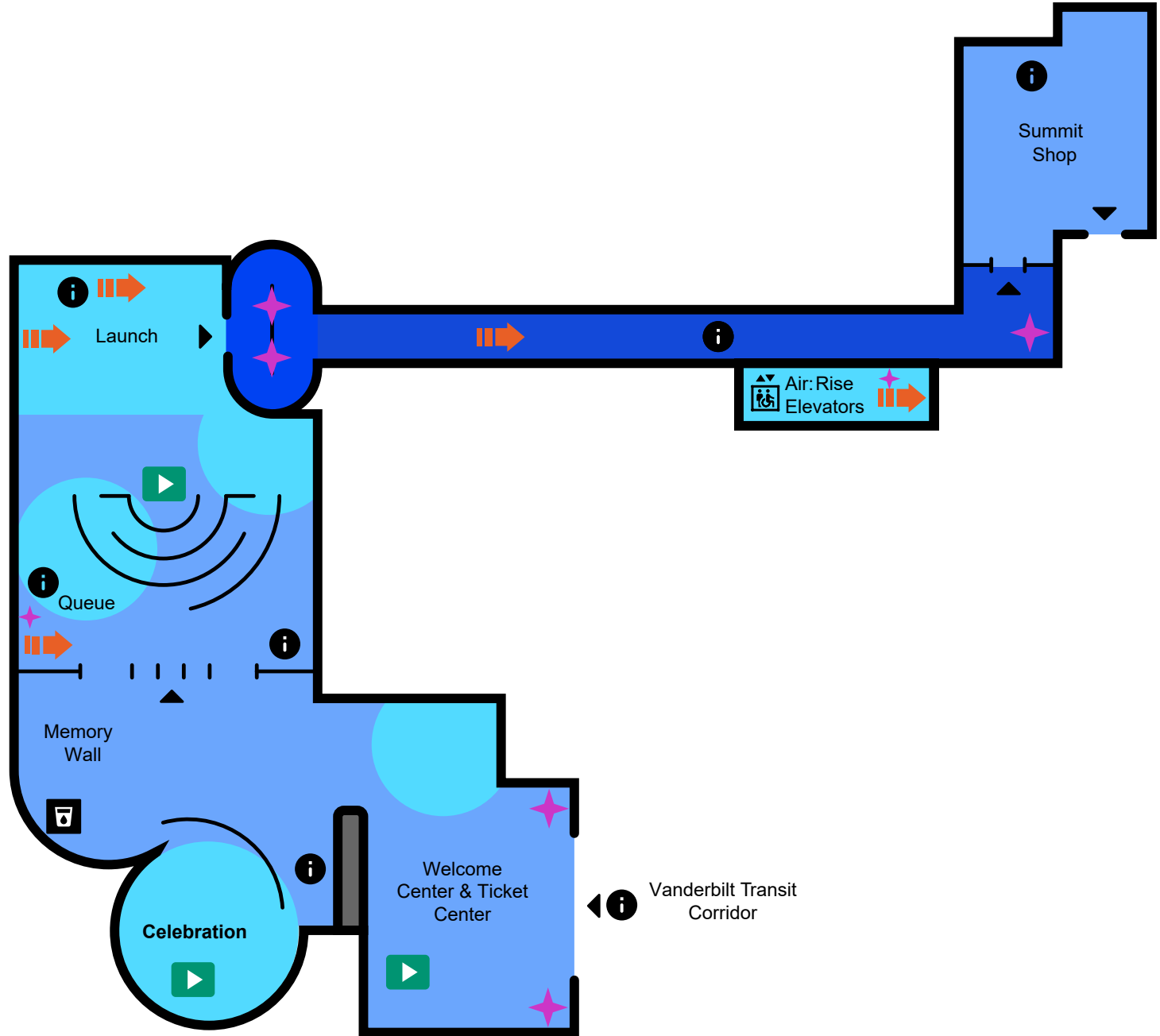
Windows

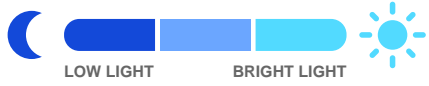
Denotes floor-to-ceiling windows with views of New York City.



Digital Screen

Denotes spaces with many large digital screens.





Brightness

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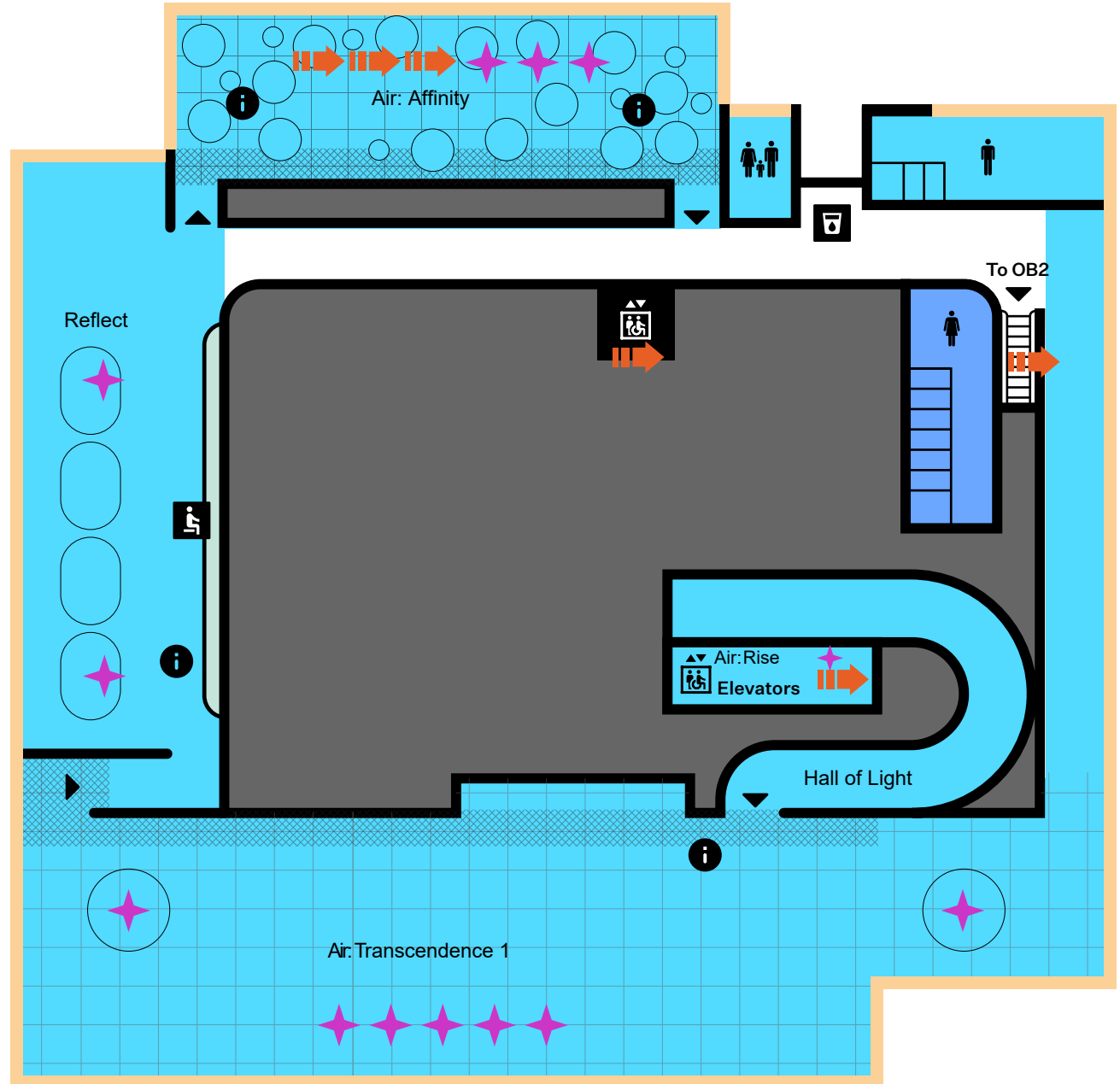
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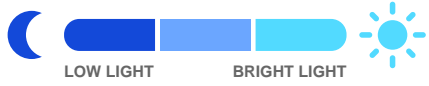
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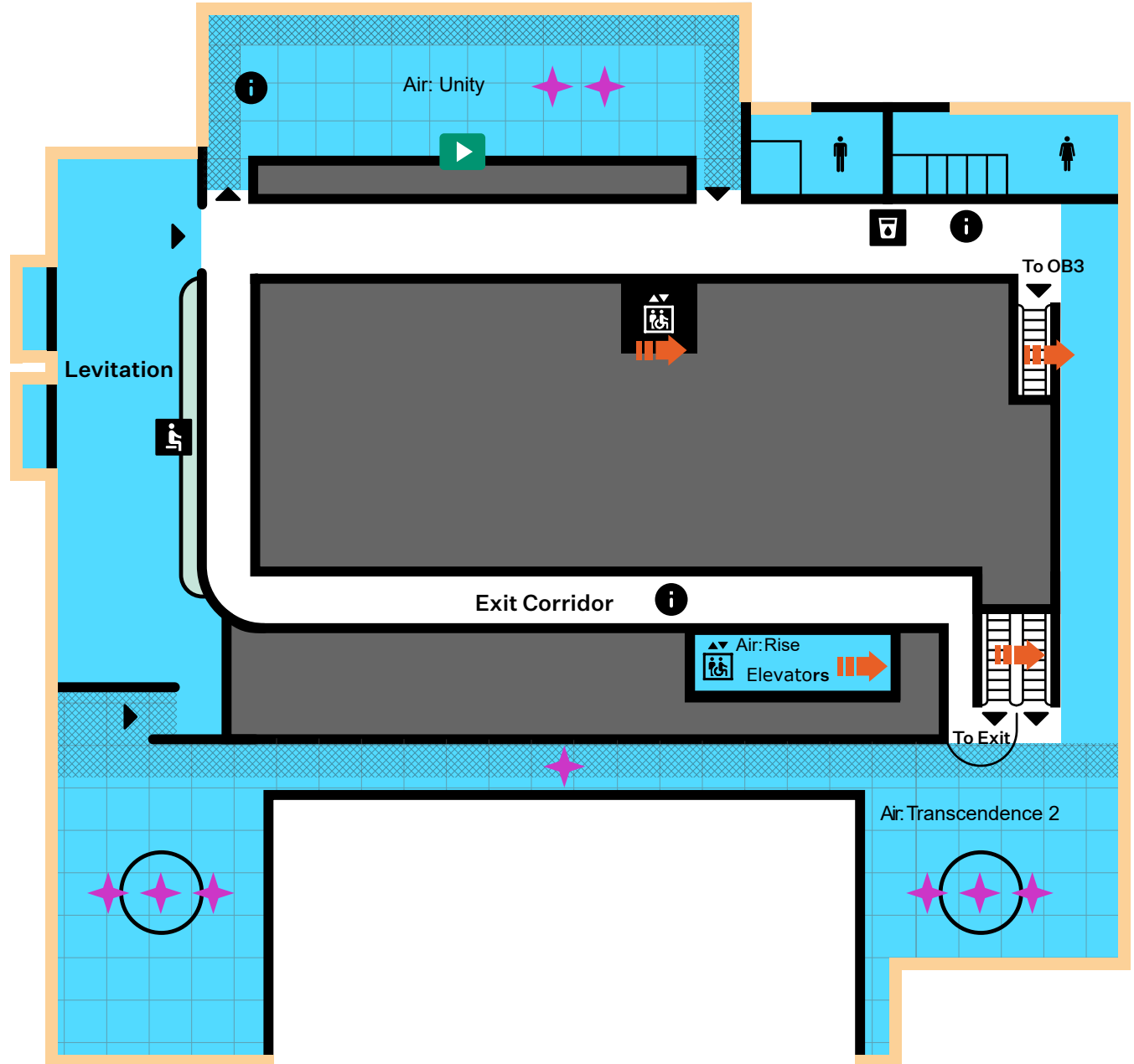
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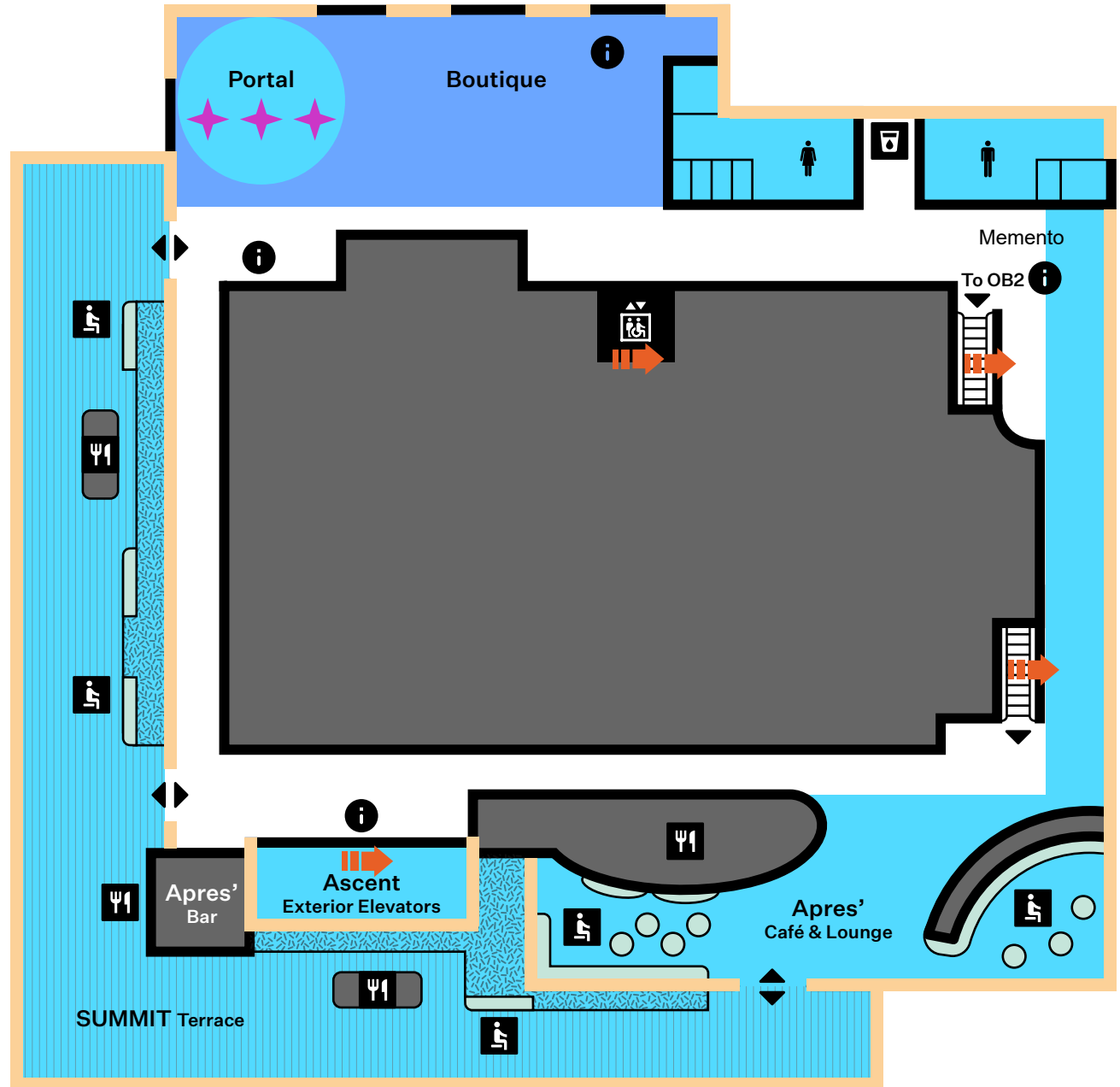
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Digital Screen

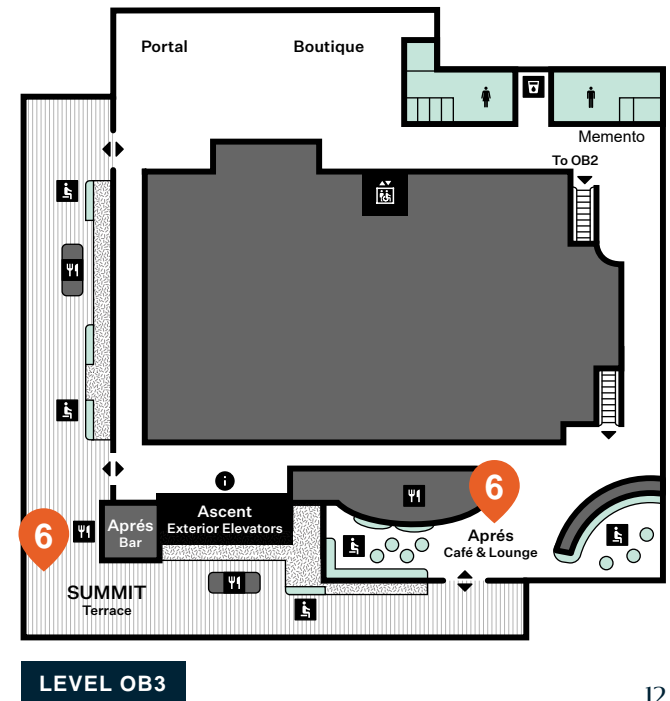
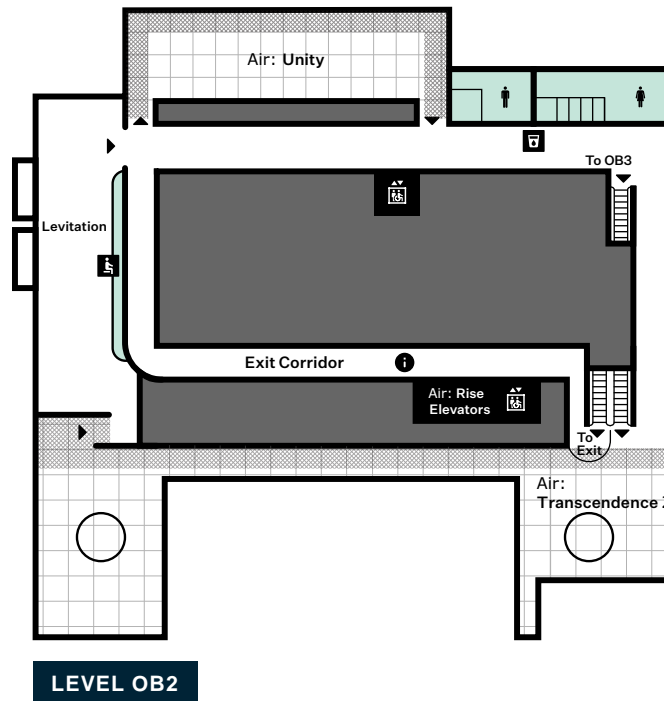
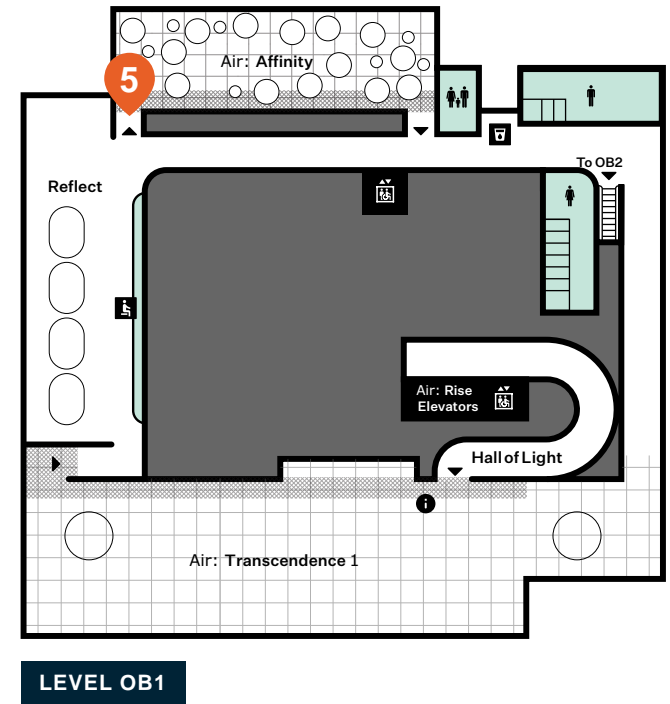
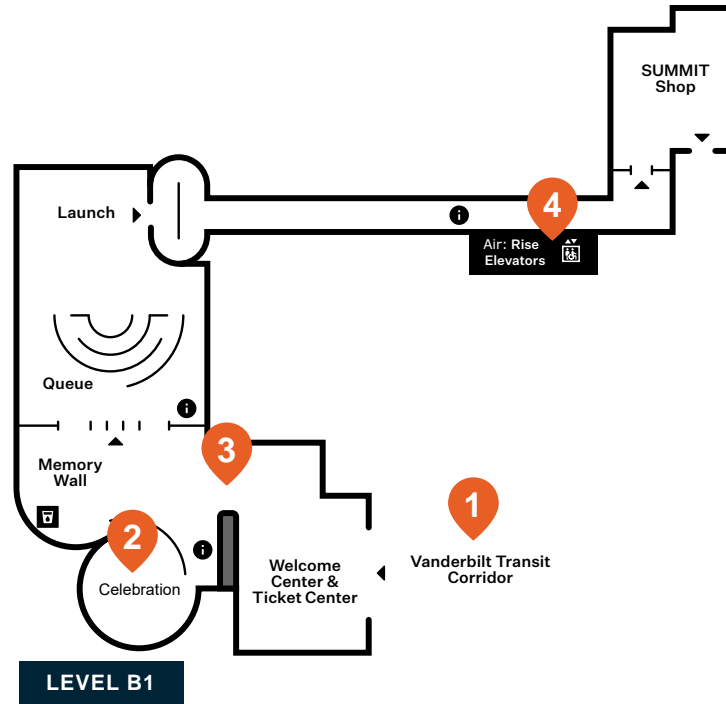
Denotes spaces with many large digital screens.





Sound

- 1** Vanderbilt Transit Corridor is a high-traffic area filled with the sounds of subways, foot-traffic, and station announcements.
- 2** Celebration theater shows video with loud audio. Rumbling of video audio can be heard in Welcome Center.
- 3** If guests set off security alarm, they will hear a “beep” and check in with the security desk.
- 4** Air: Rise elevator has “whooshing” sound during ascent that can be turned off.
- 5** Sound of rushing air when you enter with the sounds of mylar balloons bouncing around the room. Popping of balloons is highly possible.
- 6** People eating, talking, and the preparation of serving food and drink throughout the indoor Après cafe and outdoor SUMMIT Terrace.





Touch



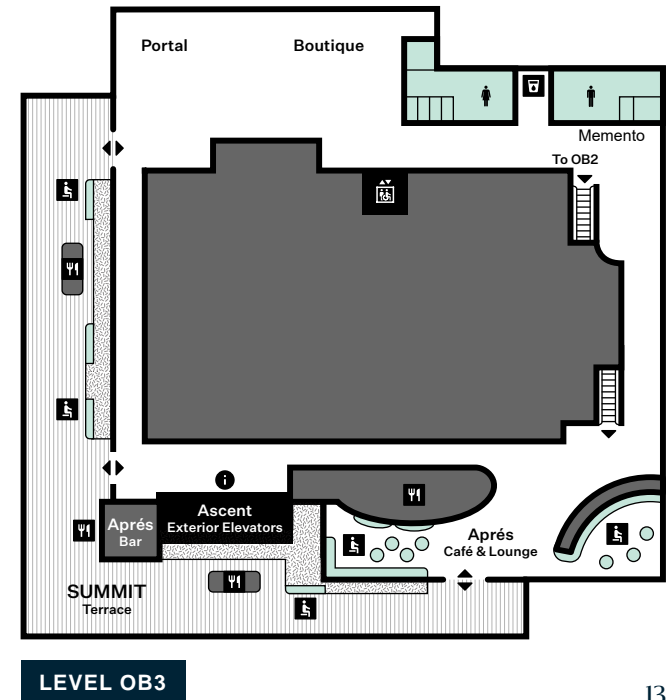
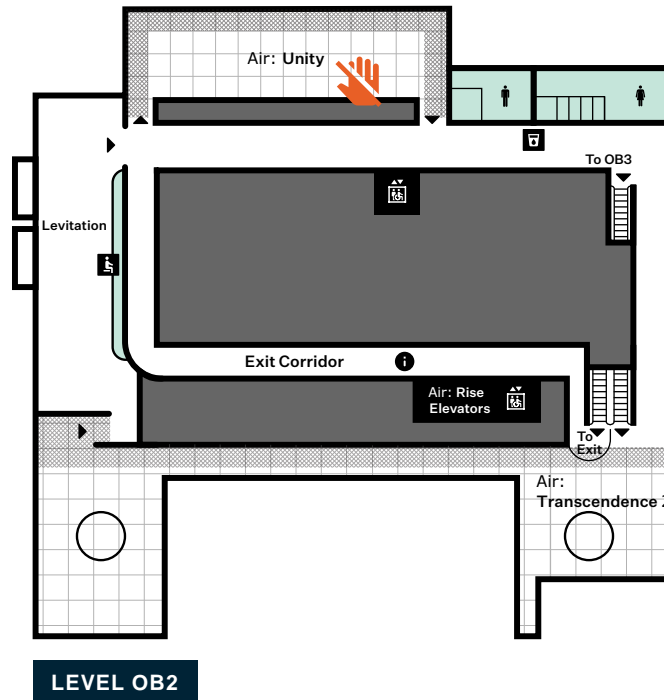
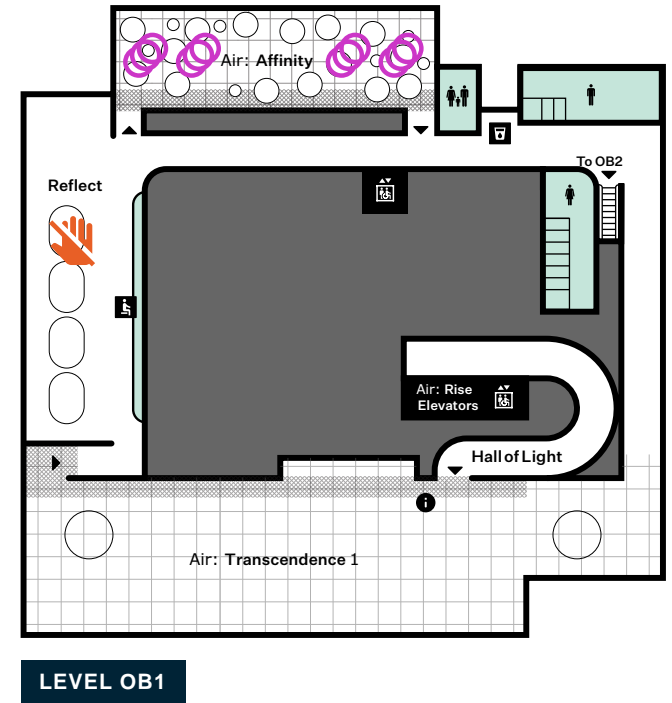
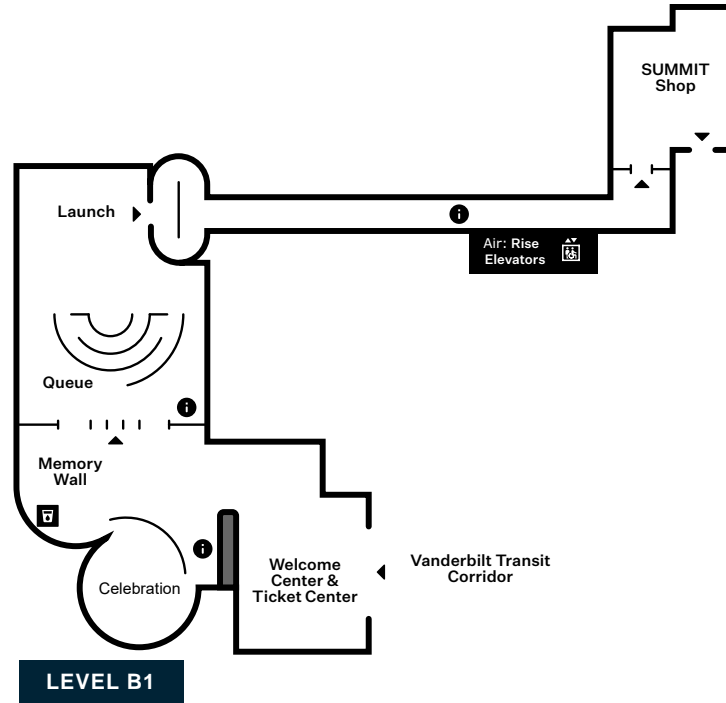
Non-Touchable Objects

These are objects in a space that cannot be touched by guests.



Moving Objects

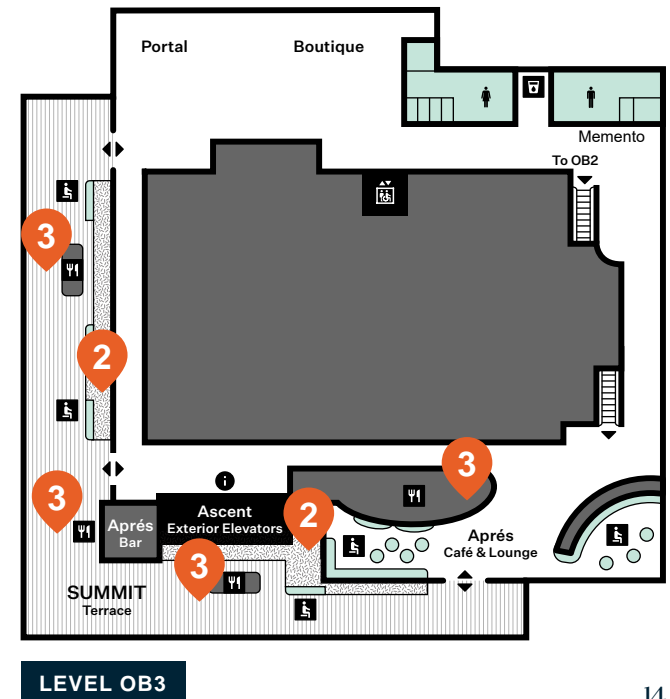
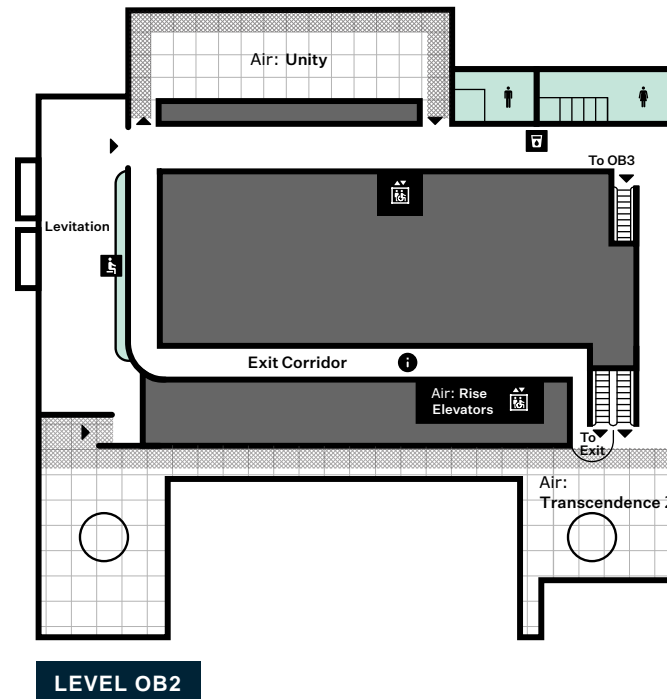
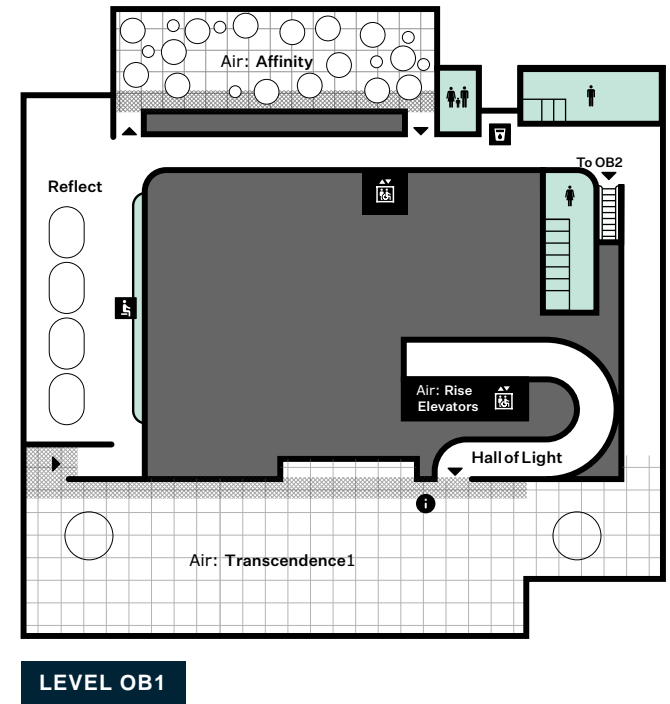
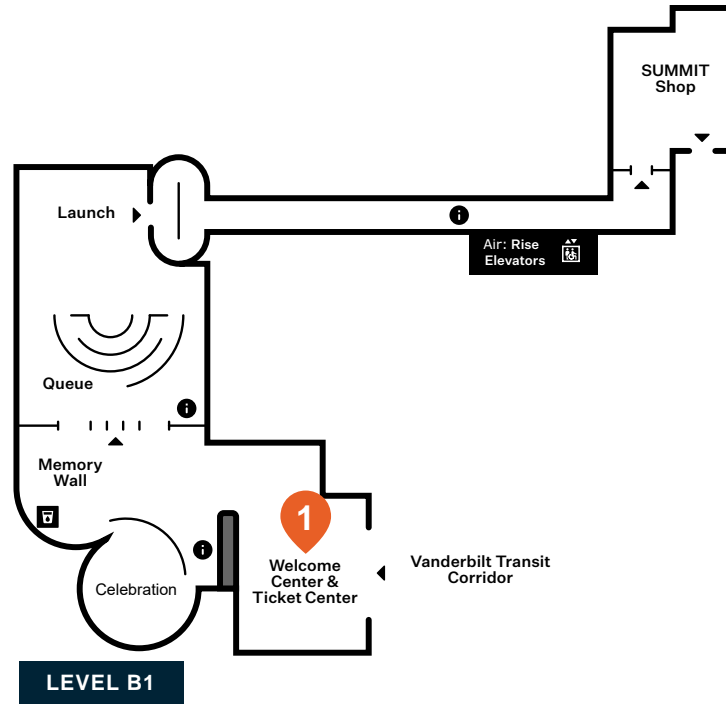
Physical objects that move in space.



Smells

Due to high-traffic, the SUMMIT space will be cleaned regularly. The smell of cleaning products may be detectable to some visitors.

- 1 Light scent will be present in welcome center space and may be discernible to some guests sensitive to smells.
- 2 The SUMMIT Terrace features an alpine garden with a variety of plants and flowers.
- 3 Food and drink will be served in the Après cafe, the Après Bar, and at two stationed food carts on the terrace.



Experience Vignettes of SUMMIT One Vanderbilt

These vignettes capture one artist's interpretation of how a neurodivergent guest might enjoy three of the SUMMIT spaces. Each piece showcases a triad of images that encourage guests to engage with and immerse themselves in SUMMIT.



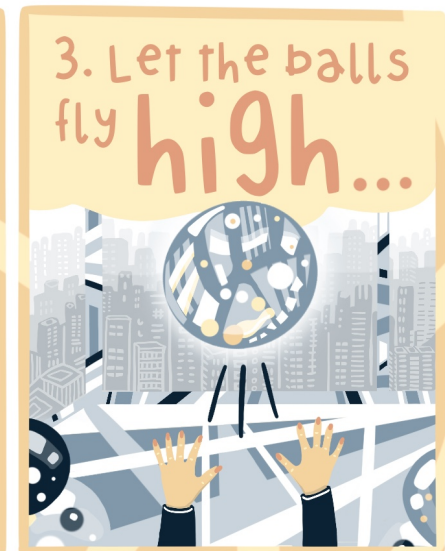

Experience Vignettes

Autistic illustrator Ina Stankovic illustrates three possible ways guests might enjoy three specific SUMMIT spaces.

3 possible
ways
to experience
REFLECT



3 possible
ways
to experience
affinity



3 possible
ways
to experience
SUMMIT-
Après

1. Enjoy the
beautiful view.



3. Breathe in the
fresh air.



Meet Ina Stankovic



Ina (she/her) is an autistic illustrator and the creator of @superspectrumgirl in Instagram.

Ina lives in the small European country of Switzerland. She creates illustrations and products based all around the topic of the autism spectrum. She runs an online shop at superspectrumgirl.com where she sells prints, stickers and accessories.

If she is not drawing, she is probably spending time with her husband, cooking delicious food, or exploring a new place somewhere in the world.

This Inclusive Launch Playbook was created by Square Peg Labs, LLC, a collective of neurodivergent and neurotypical professionals committed to creating inclusive spaces and experiences.

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