

New in Space Odyssey: Space Flight Virtual Reality Transporter!

Installation Dates: Mon., June 19, 2017 – Fri., June 23, 2017

Location: Galaxy Stage Area

Opens to Public: **Mon., June 26, 2017**

1) What is a Space Flight Virtual Reality Transporter?

Basically, it's a dynamic motion ride simulator. Guests don virtual reality headsets while seated on a hydraulics-controlled platform. They experience a virtual EVA around the International Space Station, similar to what an astronaut might see. Their virtual reality goggles let them look all around them, 360 degrees. The motion simulation makes them physically feel the sensations associated with the dynamic digital content they're seeing.

2) What are the volunteers' responsibilities with respect to the Transporter?

We'd like you to be able to answer guest questions about the experience:

Q: What will I see?	A: An EVA around the International Space Station, similar to what an astronaut would see.
Q: Is it scary?	A: The storyline is not scary. But guests will be on a moving platform. It is less intense than a roller coaster, but more intense than a park bench.
Q: Why is the Museum charging money for it?	A: These types of simulators are very expensive. The Museum couldn't offer it if we couldn't charge for it.
Q: I liked it, or hated it, or have a suggestion or complaint.	A: Please listen courteously and share that this is a new experiment by the Museum. If the guest is willing to fill out one of the provided Guest Comment forms, great! If not, please fill out a form paraphrasing the conversation.
Q: What about the shows normally at the Stage?	A: Most shows have migrated to one of the other areas within Space Odyssey.
Q: The wait or line is too long.	A: Please listen courteously and share that this is a new experiment by the Museum. If the guest is willing to fill out one of the provided Guest Comment forms, great! If not, please fill out a form paraphrasing the conversation.
Q: Can I ride?	<p>A: All guests that ride on the motion platform must be 42 inches tall. For most children, this is around age 5 or 6. Guests can measure themselves near the ticketing kiosk.</p> <p>Guests must also be able to climb on the platform, and must be able to latch the lap bar. They should also not be pregnant, or have epilepsy, heart troubles, or back, neck, or shoulder complaints.</p> <p>For patrons with physical disabilities, we do have a headsets-only unit. The price is the same as on the Transporter.</p> <p>Staff or volunteers with their regular badge may ride for free, but paying guests must have the priority. Guests of staff or volunteers must buy a ticket.</p>
Q: Where can I get a ticket?	A: We have a credit-card kiosk in Space Odyssey. We apologize, but individuals with only cash or check need to get tickets at the North Atrium main ticketing desk.

3) Why does the price seem to change every week?

The Museum is experimenting with different price points to see which ones work best. Updated information on when prices change will be posted on the white board.

4) You talked about an experiment. What do you mean?

The Museum doesn't have any experience with either rides or virtual reality offerings to guests. Before we consider investing in either in a permanent way, we want to test experience, value, interest, and process.

5) If it is an experiment, when does it leave?

We don't know yet. It depends on how successful it is. We anticipate it will be here at least through early November, and if it is successful for guests, we may keep it until we are ready for the Upgrade.

6) Who are the people interviewing guests?

The Museum has an official Research and Evaluation department. Members of this department will periodically be asking guest surveys to help us learn. Please just ignore them other than a smile and wave. Please don't send guests to them or otherwise try to help – they follow a very strict protocol to help ensure random selection and unbiased data.

7) What if the Transporter interferes with other parts of Space Odyssey?

This is part of what we want to learn. We don't know if there will be noise conflicts – although we hope not. We do know that IF there's a lot of interest in it, we may have some queuing issues that could affect one of the Dock the Shuttle stations and some of the interpretation for the ceiling spacecraft. We think it will not interfere with the Orbits Table. But this is all part of our experiment. Share with your Guide Captain, with [Ana](#), or share your feedback on one of the Guest Comment forms or at [SOFeedback.com](#).

8) Who runs it? When is it open? What if someone has a question I can't answer?

To be in operation, the Transporter *must* have a trained operator from our Guest Services staff. We anticipate it being open most of our public hours, but there's always a chance that we may need to periodically close it. The Guest Services' staff member primary responsibility is guest safety, but they also can help answer questions.

Thank you for your support for this exciting experiment, and for helping us learn about how we can best support our guests' interest in "being in space." We'll continue to post information on the whiteboard and in the SO Portal.

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