

Visitors with Hearing Aids and Cochlear Implants

Very strong magnets or electrical fields can interfere with the operation of a hearing aid or cochlear implant.

Avoid leaning your head against anti-theft or electronic surveillance (EAS) equipment such as those found in the Q Shop, or speakers found in individual exhibits. Avoid using headphones found in exhibits unless you use them in daily life.

If using multimedia touchscreens are a concern, you can operate them using the rubber end of a pencil. Like in the home, static electricity can be generated from carpet and furniture. If this is a concern wearers should remove their external device. Do not stand close to or touch Van de Graaff generators or people connected to them.



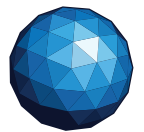
For those concerned watch out for the following exhibits:



Gallery two

Floating Copper – contains a powerful magnet.

Ferrofluid – contains an electromagnet.



AWESOME EARTH

Gallery three

Caged Lightning – generates an electrical field and loud noise. However the exhibit is insulated.



Gallery four

Electric Fleas – generates static electricity.

Chaotic Pendulum – contains small magnets.



Gallery six

Space Lab – contains magnets.

Active Play – contains plastic and vinyl surfaces that may generate static.



Gallery seven

This gallery is naturally loud due to excited visitors and high airflow exhibits like Whoosh which may cause discomfort but won't damage devices.

Exhibits in other areas:

Swinging Rings – contains a large magnet.

Van de Graaff generator – generates static electricity.

Advanced Bionic Cochlear Implants; Australian Hearing.

Spectacular Science Shows, Q Lab and The Shed:

May contain magnets and electricity. Check with the presenter beforehand if you are concerned.

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