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Walt Disney World®  
Tours

## Sensory Experience Details for Guests with Disabilities



# *Walt Disney World®* Resort Sensory Experience Details

- *Walt Disney World®* Resort has numerous tours which offer stimulation including via sounds, smells, lighting effects, and periods of darkness. Neurodivergent Guests including those with anxiety, PTSD, or who are sensitive to aspects of their surrounding environments should be aware of these conditions.
- This Guide lists sensory elements, divided into 10 categories, at specific Park and Resort experiences.
- For more information about our experiences, including operating hours, and sensory experience details for attractions, please visit [www.disneyworld.com](http://www.disneyworld.com).

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Category	Definition
Scent/smell	Odor given off by the animals or their environment
Lighting Effects	This would include specialty lighting and other visual effects in all or portions of the experience
Loud Noises	Includes startling or surprise noises
Periods of Darkness	Includes low light or portions with total darkness based on the time of the experience
Bumpy	May include movement related to the experience
Fast	Swift forward motion. May include constant speed or sudden bursts of speed
Lifts Off Ground	Part of the experience may be raised in the air or higher elevation
Wet	Due to the nature of the experience there is a strong possibility of Guest coming in contact with water
Unique Elements	Additional components of the experience that are not clearly identified. May include allergens, weather conditions/elements, and different equipment required for the experience
Tactile Considerations	May include different restraints, ground textures, and personal audio equipment
Length of Tour	Includes load/unload and time in attractions/shows. Does not include wait times

# Sensory Experience Details – Magic Kingdom® Park

	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Unique Elements	Tactile Considerations	Length of Tour
Keys to the Kingdom	●	●	●	●					Multi Location, Walking Experience Throughout Park	Personal Audio Device Including Ear Piece and Lanyard	5 hours

# Sensory Experience Details – EPCOT®

	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Unique Elements	Tactile Considerations	Length of Tour
Behind the Seeds	●		●	●						Personal Audio Device Including Ear Piece and Lanyard	1 hour
Dive Quest	●		●					●	In The Water With Live Animals	Wetsuit, Footwear, Vest, Heavy Air Tank, Goggles	2 hours

# Sensory Experience Details – Disney's Animal Kingdom® Theme Park and Lodge

	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Unique Elements	Tactile Considerations	Length of Tour
Starlight Safari (DAK Lodge)	●		●	●	●				Truck Ride Through Savanna; Live Animals	Live Animals, Night Vision Monocular Including Lanyard	1 hour
Caring for Giants	●		●		●				Live Animal Experience, Exposed To Elements and Allergens (Hay, Dust)	Live Animal Experience, Exposed To Allergens (Hay, Dust)	1 hour
Savor the Savanna	●		●		●				Food and Drink, Exposed To Elements, Possibly Seated Backwards	Food and Drink, Exposed To Elements, Possibly Seated Backwards	2 hours
Up Close with Rhinos	●		●		●				Live Animal Experience, May Touch Rhino, Exposed To Elements and Allergens (Hay, Dust)	Live Animal Experience, May Touch Rhino, Exposed To Allergens (Hay, Dust)	1 hour
Wild Africa Trek	●		●		●		●		Walk Over Bridges, Exposed To Elements, Possibly Seated Backwards, Personal Audio Device Including Ear Piece and Lanyard	Personal Audio Device Including Ear Piece and Lanyard	3 hours