

**RIVER
OF
LIGHT
LIVERPOOL**

24 OCT - 2 NOV 25
FREE EVENT



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ACCESSIBILITY GUIDE

- River of Light is returning to Liverpool and is set to illuminate the city centre across 10 nights from **Friday 24 October to Sunday 2 November** between 5pm and 9pm every day (please note that on Saturday 01st November River of Light will remain open until 10pm). The event will showcase 10 artworks from of the best local, national, and international light artists along a 3 km route. The installations will include a mix of brand new, never-before-seen commissions as well as existing artworks which have not been on display on Liverpool's waterfront before.
- The theme of this year's FREE event is *The Science of Light*, with each of the installations inspired by an area of science, technology or nature. Working alongside the city's incredible science and innovation community - each of the artworks aim to capture the imagination of visitors in new and exciting ways.

TRAVEL TO LIVERPOOL

- Travelling to Liverpool is accessible and straightforward, with direct train routes to Liverpool Lime Street and a diverse mix of destinations coming directly into Liverpool John Lennon Airport. Additionally, Liverpool City Region is well-connected to the UK motorway network, with various motorways leading you directly into the City Centre.

1. ***Travel by Rail***

Liverpool City Region is easy to get to via train – with Liverpool Lime Street being the mainline terminal, right in the heart of the city centre. Avanti West Coast, Northern, TransPennine Express, London Northwestern Railway, East Midlands Trains, and Transport for Wales all run frequent services to the city.

- **Lime Street** – Lime Street station is the main train station connecting Liverpool with UK-wide and local destinations. The station has step-free access to all entrances / exits and there is also a lift that connects the street level to the concourse. Two low ticket machines are located near Café Nero on the main concourse and induction loops are available in the main ticket office of the station. Accessible toilets are on the main concourse and are open between the hours of 0600hrs – 2300hrs and are operated via a radar key. For more information on station facilities and assisted travel arrangements, please visit the main Lime Street website by clicking on the following link: <https://www.networkrail.co.uk/communities/passengers/our-stations/liverpool-lime-street/>
- **Merseyrail Network**: the Merseyrail Network is the local rail network connecting Liverpool with the rest of the Liverpool City Region. For detailed accessibility information, please visit the Merseyrail website on the following link <https://www.merseyrail.org/plan-your-journey/station-accessibility.aspx> .

The main stations within Liverpool City Centre are: -

- Moorfields - <https://www.merseyrail.org/plan-your-journey/stations/moorfields.aspx>
- Central - <https://www.merseyrail.org/plan-your-journey/stations/liverpool-central.aspx>
- James Street <https://www.merseyrail.org/plan-your-journey/stations/james-street.aspx>

2. **Travel by Air**

We love to welcome visitors from all over the world and with Liverpool John Lennon Airport just 20 minutes away from the city centre and Manchester International Airport only 45 minutes away, visitors to the city from across the globe have plenty of choice. Connecting to over 220 destinations worldwide and offering easy access to Liverpool, both airports are serviced by regular public transport links and taxi services.

- **John Lennon Airport**: Situated just over 7 miles southeast of Liverpool city Centre, Liverpool John Lennon Airport features charter and low-cost scheduled flights to a range of domestic, European, and international destinations. Easy to reach, the airport prides itself in its ease of access. For accessibility information on the airport, please visit the following website: <https://www.liverpoolairport.com/assisted-travel/your-journey-through-the-airport>
- **Manchester Airport** – Manchester is an alternative airport situated only 35 miles from Liverpool and has direct rail connections from the airport to Liverpool Lime Street. For accessible information on Manchester Airport please click on the below link <https://www.manchesterairport.co.uk/help/special-assistance/>

3. **Travel by Road** Liverpool is well connected to the UK motorway network. From the M6, take the M62, the M58 or the M56 directly into the city.

- Merseytravel / Arriva / Stagecoach - All buses in Merseyside are accessible and specifically designed for people who are less mobile such as wheelchair users, older people, and parents with buggies. Key facilities at some of the main bus stations in Liverpool include: - Accessible toilets / Parent & Baby facilities at some bus stations (during open hours), Fully trained staff and more. For more information, please visit <https://www.merseytravel.gov.uk/bus/accessibility/>
- National Express – National Express will take visitors straight into the heart of Liverpool from over 50 destinations across the UK. For in-depth accessibility information on National Express coaches, please visit <https://www.nationalexpress.com/en/help/accessibility>

4. **Car / parking**

Liverpool is well connected to the UK motorway network. From the M6, take the M62, the M58 or the M56 directly into the city.

- Accessible parking facilities
 - Princes Dock Multistorey Car Park: There are 3 x dedicated accessible parking bays in this car park. For more information on this car park, please visit <https://liverpoolwaters.co.uk/visit/car-parking/>
 - Royal Albert Dock: There are 6 x dedicated accessible parking bays located on the Gower Street Car Park – please note that standard charges apply for blue badge holders in those spaces. For more information, please visit <https://albertdock.com/parking/>
 - Q-Park: There are 5 x Q-Park car parks in the centre of Liverpool, and they have around 180 x blue badge parking spaces within their facilities (please note these are not free of charge). For more information on Q-Parks in Liverpool please visit <https://www.q-park.co.uk/en-gb/results/?l=Liverpool>

- Liverpool City Council Blue Badge parking: If you have a blue badge you can park in any on street Pay and Display bays and in most of the city's Pay and Display car parks free of charge, with no time limit. Badge holders must ensure that a valid blue badge is clearly on display in the windscreen, so the date of expiry and issuing council are clearly visible from outside the vehicle. For more information on Liverpool City Council Blue Badge parking, please visit <https://liverpool.gov.uk/parking-roads-and-travel/find-parking/council-car-parks/>

5. Taxis

- In Liverpool all licensed black cabs and several licensed private hire vehicles are wheelchair accessible. Here are some useful phone numbers of some of the major taxi companies within Liverpool: -
 - ComCab – 0151 298 2222
- There are a variety of private hire taxi companies which will mainly be using saloon cars – some useful numbers are: -
 - Alpha Taxis – 0151 722 8888
 - Britannia Taxis – 0151 708 7080
 - Delta Taxis - 0151 924 7373

WHERE TO STAY

- Liverpool prides itself on its vast choice of accommodation – from luxury big brands to independent hotels and quirky BnB's – you can rest easy when you come to this city. And most of the accommodation in Liverpool and the city region provide great accessibility features. Below is just a snapshot of some of the hotels and the number of accessible rooms that they have in their property: -

Hotel Name / contact	Rating	Fully accessible rooms	Partially accessible rooms
M Gallery	5*	9	
Hilton Liverpool – 0151 708 4200	4*	6	5
Radisson Blu Hotel - 0151 966 1500	4*	5	4
Holiday Inn City Centre - 0151 709 7090	4*	1	
Delta By Marriott - 0151 476 8000	4*		6
Leonardo Hotel Liverpool - 0151 244 3777	4*	16	
Staybridge Suites - 0151 703 9700	4*	2	4
Hope Street Hotel - 0151 709 3000	4*	2	2
Hotel Indigo Liverpool - 0151 559 0111	4*	6	
INNSiDE by Melia Liverpool - 0151 832 0960	4*	4	
Novotel Paddington Village - 0151 245 6700	4*	14**	
Novotel City Centre - 0151 702 5100	4*	6	
Pullman Liverpool - 0151 945 1000	4*	16	
Radisson RED Liverpool - 0151 212 3456	4*	9	
Titanic Hotel Stanley Dock - 0151 559 1444	4*	2	

**Please note that the Novotel Paddington Village has one accessible room with Changing Places facilities in the bathroom and a hoist in the room.

Crowne Plaza City Centre - 0151 243 8000	4*	9	
Hard Days Night - 0151 236 1964	4*	8	
Hampton by Hilton - 0151 702 6200	4*	9	
Aloft - 0151 294 3970	4*	5	
Mercure - 0151 227 4444	4*	1	
The Liner Hotel - 0151 709 7050	3*	1	1
Holiday Inn Express - 0844 875 7575	3*	2	
IBIS Styles Dale Street - 0151 243 1720	3*	7	
IBIS Albert Dock - 0151 317 3310	3*	10	
Staycity Corn Exchange	3*	11	
Travelodge – The Strand	3*	9	
Travelodge – Central	3*	5	
Travelodge – Exchange Street	3*	7	
Travelodge – Docks	3*	2	
Travelodge – John Lennon Airport	3*	5	
Travelodge – Edge Lane	3*	4	
Adagio Apart Hotel - 0151 703 7400	3*	8	

- In addition to the above there are various hotels in the city region which equally provide excellent accessibility features. Just one example is *Revitalise Sandpipers*. This unique property offers full board accommodation on the shores of Southport Marine Lake. All rooms are fully accessible and have en-suite facilities with wheel-in showers. There are also two separate bathrooms for assisted bathing with hoists and bariatric equipment, and Arjo baths. For more information on Revitalise Sandpipers, please visit <https://revitalise.org.uk/respice-holidays/sandpipers/>

CHANGING PLACES TOILET FACILITIES

(sub-menu – perhaps with an arrow that extends the information out? Possibly include another image)

- Changing Places toilet facilities are available in the following locations: -
 - World Museum – William Brown Street (L3 8EN)
 - Museum of Liverpool – Mann Island (L3 1DG)
 - Everyman Theatre – Hope Street (L1 9BH)
 - Liverpool One – Wall Street (L1 8JQ)
 - Maritime Museum – The Royal Albert Dock (L3 4AQ)

For more information on Changes Places toilet facilities in Liverpool and specific opening times, please use this link <https://www.changing-places.org/find>



TITLE	LOCATION	FLASHING LIGHTS	STROBE LIGHTS	OTHER EFFECTS	NOISE / MUSIC	SEATING	FLOOR	QUIET HOUR MEASURES
Embrace	Exchange Flags	None	None	None	Soft tones becoming louder	Nearby	Cobbled	Lower volume music
Neuron	Outside Royal Liver Building (Strand)	Pulsating lights	None	None	Rhythmic pulses with melodies	Nearby	Flagged / Level	No additional measures
Cycle	Outside Cunard Building (Strand)	Pulsating lights	None	None	Soft, pulsing rhythms	Nearby	Flagged / Level	No additional measures
Pendulum	Pier Head North	Pulsating lights	None	None	synthesizer, bells, metallic sounds	Nearby	Level	Lower volume soundscape
Within Water	Pier Head South Canal basin	Slow Pulsating lights	None	None	None	Nearby	Level, ramped	No additional measures
Face Value	Mann Island Atrium	None	None	Multi-screen environment	AI generated voice with musical soundscape	Nearby (outside Mann Island Atirum)	Level	No additional measures
Dandelion	Outside Museum of Liverpool - Mann Island	Pulsating lights	Yes	None	Gentle, ambient music	Nearby	Flagged	Lower volume soundscape
Spica	MLK Building - Royal Albert Dock	Slow moving lights	None	None	Atmospheric soundscape	Nearby	Flagged, cobbled, ramped	No additional measures
Blueprint	The Strand (Salthouse Dock)	Slow pulsating lights	None	None	Ambient sound piece	Nearby	Level	No additional measures
Optik	Thomas Steers Way – Liverpool ONE	None	None	Change in colours	Soundscape created by acoustic and electric instruments	Nearby	Level	No additional measures

INDIVIDUAL INSTALLATIONS

EMBRACE – Exchange Flags

Overview

Experience the science of connection with this interactive light and sound installation. Embrace is a circle of 15 life-sized illuminated silhouettes inspired by the nostalgic human paper chain. When people join hands between the figures, their bodies complete an electrical circuit, allowing a flow of energy that triggers ripples of light and sound. Each connection transforms the installation, with light patterns refracting and harmonies layering in response, making the science of interaction visible and audible. As more people collaborate, the colours grow richer, the movements more dynamic, and the soundscape more intricate. When the full circle is joined, Embrace reaches a spectacular crescendo, symbolising the synergy of human connection.

Visual / Light considerations

- The lighting element of this installation consists of ambient white and coloured light surrounding the 15 life-sized silhouettes. Whilst the lighting changes as more people interact with the installation, it never reaches flashing or strobing levels.

Noise / Music considerations

- The sound design begins with soft tones that gradually become fuller and more layered as more people connect the figures. The mood shifts from intimate and minimal to uplifting, blending orchestral warmth with smooth, atmospheric electronic tones.

General considerations

	<p>The approach and circulation on Exchange Flags are level (please note that the area is cobbled and as such not totally even).</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

- During the Quiet Hour the ambient sound scape will be turned down.

NEURON – Outside Royal Liver Building (Strand)

Overview

The artwork explores the interaction between light, motion, and human perception through an artistic representation of neurons. The "Neuron" installation is an imposing, 7-meter-tall immersive art piece. Its design is based on a spherical shape from which 14 mobile arms extend, representing the branches of neurons. Each arm is equipped with LED lights and has its own movement to simulate electrical impulses. "Neuron" simulates neural networks, bridging art and science by visually representing the functioning of the human brain and the connections that enable us to learn and perceive the world. The installation transforms a fundamental scientific concept into a sensory experience, connecting audiences to the wonder of science through light.

Visual / Light considerations

- The lighting element of this installation consists of a light show that pulsates and imitates electrical impulses. .

Noise / Music considerations

- The installation transforms a fundamental scientific concept into a sensory experience, connecting audiences to the wonder of science through light. Throughout the piece, irregular rhythmic pulses symbolize the discharge of action potentials, while short, repetitive melodies evoke neural circuits and memory

General considerations

	<p>The approach and circulation outside of the Royal Liver Building is level</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

- During the Quiet Hour no additional measures have been implemented.

CYCLE – Outside Cunard Building (Strand side)

Overview

Cycle is an interactive installation inspired by the revolutions of the sun and the moon, that illuminates open spaces. Cycle is composed of a series of 24 modules arranged in a serpentine line and equipped with several light animation sequences. It delights with variations in intensity and colour—white, red, purple, blue. The installation glows from within and responds to the presence and movement of people, transforming into a larger-than-life musical sequencer. Visitors are invited to walk along the structure or sit on it, becoming part of the experience through their interaction.

Visual / Light considerations

- The lights of this installation include several animation sequences (relatively fast paced but not strobing). It responds to the presence of movement of people, varying in light intensity and colour.

Noise considerations

- The sound environment of Cycle features soft pulsing rhythms, shimmering tones, and layered synthetic textures that create a calm and immersive atmosphere. The overall feeling is smooth, spacious, and slightly futuristic, harmonizing with the visual effects and activated by the presence and movement of people.

General considerations

	<p>The approach and circulation outside the Cunard building (on the strand site) consist of a flagged area which is level. Please note that whilst people are invited to walk on the installation, it is not suitable for wheelchair users due to the width of the walkway</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

- During the Quiet Hour no additional measures have been implemented.

PENDULUM – Pier Head (North)

Overview

Pendulum is a large outdoor light installation housed within a steel rectangular frame. Suspended inside are an arrangement of diagonal illuminated rods that crisscross in a wave-like pattern. Interspersed along these rods are glowing spheres, evenly spaced, forming an array from one end of the structure to the other. The spheres emit light and change colour in response to the direct interaction with two glowing spheres, mounted at waist-height on curved supports, at either end of the structure. The installation is open underneath, allowing visitors to walk through or gather beneath the hanging lights.

Visual / Light considerations

- The spheres within the art installation emit light and change colour in response to the direct interaction with the two glowing spheres mounted at waist-height at either end of the structure. When pushed, they activate the artwork, sending out a pulse of animation, and creating the illusion of continuous motion, as if the entire structure is swinging.

Noise / Music considerations

- The track opens with dark synthesizers then releasing into atmospheric bells and pulsating metallic sounds. Curious at first, it increases in intensity, leading to a rapid wind down at the end.

General considerations

	<p>The approach to the installation is on Pier Head North which is flagged and level.</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

- During the Quiet Hour, the music will be turned down.

WITHIN WATER – Pier Head South (within the canal basin)

Overview

Within Water is an installation inspired by the natural phenomenon of bioluminescence in marine life. The piece explores the dynamic relationship between water, light, and human interaction. Through a grid of lights embedded beneath the water’s surface, the installation mimics the gentle glow and movement of bioluminescent algae, creating an illuminated current that shifts in colour and intensity. The central sculptural element, a human hand, serves as a symbolic trigger, sparking a physical disturbance that activates the bioluminescent light in response to human touch, emphasising connection and interaction between people and their environment.

Visual / Light considerations

- The lighting design casts a soft ambient glow on the surrounding area while maintaining the artwork as the focal point. The submerged lights pulse and shift in colour, creating the illusion of movement and ripple effects.

Noise considerations

- The installation is not accompanied by any soundscape.

General considerations

	<p>The approach and circulation areas are level. Please note that this installation is within the canal basin and can be admired from various vantage points. The approach and surrounding area have steps, but all areas are also ramped.</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

- No alterations are necessary during the Quiet Hour period.

FACE VALUE – Mann Island Atrium

Overview

'Face Value' is an immersive multi-media experience where audience members unexpectedly become part of a fantasy gameshow as an AI-powered robotic artist selects and transforms their images in real time. The shifting, reimagined portraits are projected across three towering screens, surrounding viewers with a kaleidoscope of movement and sound. The work invites reflection on how emerging technologies interact with our digital identities and shape our control over our own image.

Visual / Light considerations

- The main element of this installation is a multi-screen environment which will show various images of spectators. There is no pulsating or flashing lights; the only light element are lights to illuminate the scene

Noise considerations

- The installation features a bespoke AI-generated voice that gives the robot its identity. Text is compiled into spoken audio using a text-to-speech model. This voice is then blended with a custom musical soundscape, creating a multi-channel audio experience that guides audiences through the game show journey.

General considerations

	<p>The approach and circulation on Mann Island are level. Please note that there is a 1mm thick aluminium sheet covered with red vinyl to represent a 'red carpet environment'</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>There is no seating areas within Mann Island Atrium but some seating facilities on the outside Dock areas.</p>		

Quiet Hour measures

- During the Quiet Hour no additional measures have been implemented.

DANDELION – Outside Museum of Liverpool - Mann Island

Overview

Dandelion is a tactile, interactive artwork that invites audiences to become active participants in its unfolding experience. The artwork is a hemisphere spanning 10 metres in diameter and 5 metres in height. The structure is rounded yet airy, evoking the form of a dandelion seed in full bloom. The individual 'petals' are delicate, slender rods radiating outward, giving it a floaty, spherical outline. Integrated into the structure are eight touch sensors, each strategically placed to encourage physical engagement. When touched, these sensors trigger changes in the lighting design—illuminating different sections of the sculpture with responsive, choreographed LED animations.

Visual / Light considerations

- Every five minutes, Dandelion runs through a programmed LED Light animation which changes in colours and speed. Please note that there will be strobing effect and fast pulsating lights in this installation.

Noise considerations

- Gentle, hopeful music plays in synchronicity with glowing pulses of light - like distant breezes or soft chimes.

General considerations

	<p>The approach and circulation are level.</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

During the Quiet Hour, the volume of the music will be lowered.

SPICA – Royal Albert Dock (MLK Building)

Overview

Spica is a kinetic sculpture that embodies the celestial beauty and dynamic nature of its namesake star. Its form is an eight-pointed star, created by two squares rotated 45 degrees. The sculpture's star-like shape isn't static; its sides move to create distinct geometric patterns, constantly shifting and evolving. This dynamic visual experience is further enhanced by synchronized light, sound, and movement, which together tell the story of a star's life.

Visual / Light considerations

- This luminous installation contains moving LED lights. The installation also features a series of sensors that interact with the audience, causing the star to move and illuminate in various ways. The light element is very slow moving and not pulsating or flashing at any point.

Noise considerations

- The installation is accompanied by an atmospheric soundtrack

General considerations

	<p>The approach and circulation are level. Please note that some areas are cobbled but the immediate area around the installation is flagged.</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; benches are situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

- During the Quiet Hour no additional measures have been implemented.

BLUEPRINT – The Strand / Salthouse Dock

Overview

Blueprint is a large-scale immersive artwork inspired by the form of a double helix, the physical structure of DNA. It is a parametric design, 20m long and 5.5m high, comprising of 180 x 360° tube LEDs that follow an outer spiral and are brought together at a fixed central point with sweeping curves. This is highlighted with a sequence of high-resolution lighting effects, representing the four bases of DNA slowly flowing through the artwork. The edges are also highlighted with a dynamic lighting program to show the DNA backbone.

Visual / Light considerations

- The LED tubes are programmed with DNA sequence effects for dynamic movement with a sequence of high-resolution lighting effects, representing the four bases of DNA slowly flowing through the artwork.

Noise considerations

- An ambient sound piece using a small selection of notes. Structured around the theme of DNA. Featuring 2 ‘melodies’ playing together as a duet, over the course of the track, the two melodies each randomly ‘mutate’, creating an ever-changing sound piece.

General considerations

	<p>The approach and circulation areas are level.</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not have a seating area; benches are situated in the vicinity of the installation.</p>		

Quiet Hour measures

- During the Quiet Hour no additional measures have been implemented.

OPTIK – Thomas Steers Way (Liverpool ONE)

Overview

Optik reflects on our ability to play with our surroundings while giving the opportunity for brand new point of views on our daily environment. It provides a unique platform for users to manipulate at free will how they want to see the world. Each of the 10 Optik modules is white and composed of an illuminated gyroscope mounted on a steel base, totalling 2 meters in height. The gyroscope, measuring 1.83 meters in diameter, consists of three concentric rings. The outer ring is fixed and equipped with 20 lights, while the two inner rings pivot on separate axes and can be manually rotated by participants. One ring controls this colourful play of light, while the other activates a unique musical track—transforming each unit into a playful, interactive instrument.

Visual / Light considerations

- The lighting element of this installation consists of white and multi-coloured lights.

Noise considerations

- Each Optik unit features a unique musical track activated by rotating the middle ring. The rhythm of the music responds to the speed of the user’s movement, turning each unit into a playful, interactive instrument. The soundtracks are inspired by instruments such as acoustic and electric piano, bass, timpani, glockenspiel, rain sounds, guitar harmonics, kalimba, agogo, and dulcimer. When several units are activated at once, their combined melodies create a rich, harmonious orchestral experience.

General considerations

	<p>The approach and circulation areas are level.</p>		<p>Easy Read Description will be available on a board close to the artwork</p>
	<p>Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.</p>		

Quiet Hour measures

- During the Quiet Hour no additional measures have been implemented.

RIVER OF LIGHT *QUIET HOUR*

- River of Light will be organising a 'Quiet Hour' for this year. This will take place during the following days / times: -
 - Sunday 26th October and Wednesday 29th October
 - 1600hrs – 1700hrs
- Measures that will be in place during the 'Quiet Hour' staging will be different for each installation and further details can be found in the individual section.

NEED ADDITIONAL HELP?

- All installations will have a member of staff present who is there for your safety and will be able to answer any specific queries you may have.