

# Relaxed / Low Sensory Guide

Created by Melbourne Fringe and Kat Glass Creative

MELBOURNE  
**FRINGE**  
FESTIVAL



Gasworks Arts Park  
1pm, October 7th-11th, 2025



IMAGE DESCRIPTION: Poster for 'Space Pirates' - a happy smiling astronaut holds a cardboard pirate hat, a pouting astronaut holds a cardboard astronaut helmet

## **SHOW DATES & TIMES**

Tuesday, 7 Oct, 1pm

Wednesday 8 Oct 1pm Relaxed  
Performance

Thursday 9 Oct 1pm

Friday 10 Oct 1pm Auslan  
interpreted

Saturday 11th Oct 1pm

**Duration : 55 minutes**

**VENUE          Gasworks Arts Park**

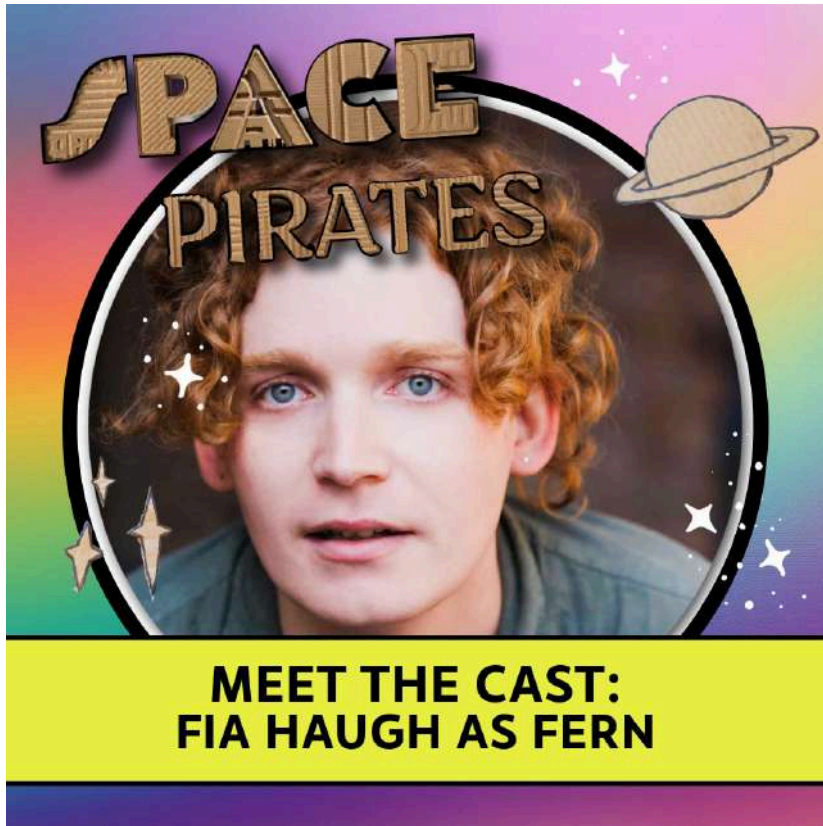
### **ADDRESS**

**21 Graham Street, Albert Park  
Victoria 3206**

# Relaxed / Low Sensory Guide

## SPACE PIRATES - MELBOURNE FRINGE FESTIVAL

# The Performers & Characters



## FERN

Fia Haugh plays Fern our brave astronaut! It's her first day flying a spaceship for the Very Important Space Trash Agency! She is a bit nervous and clumsy, but also lovable and is very excited to become an astronaut and clean up trash in space!

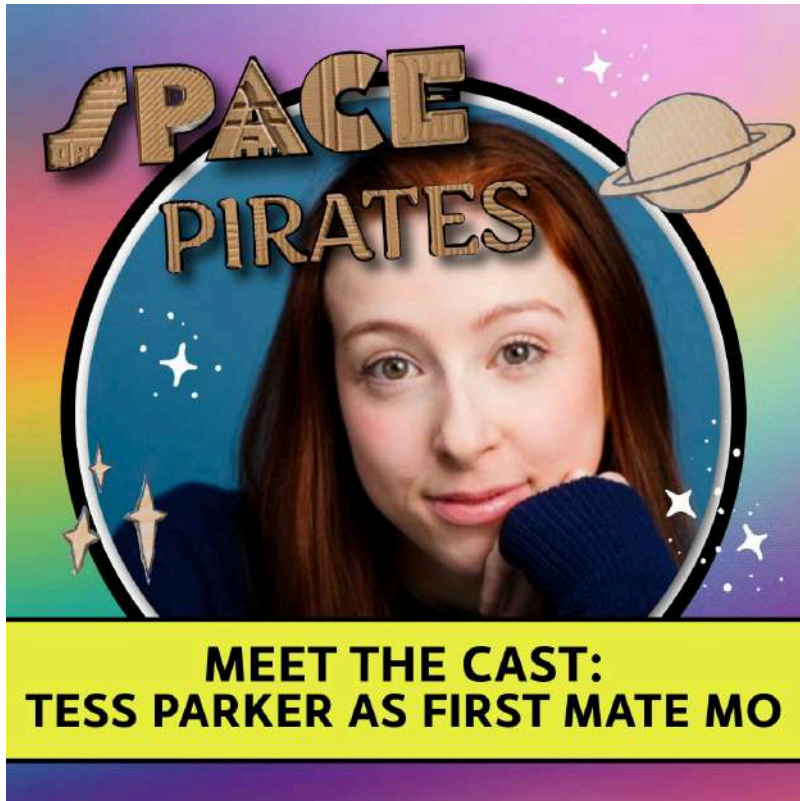
# The Performers & Characters



## PIRATE CAPTAIN

Kat Glass plays the Pirate Captain! A loud, brave, swashbuckling pirate who is a little bit silly and always up for fun, chaos, and (mostly) doing the right thing!

# The Performers & Characters



## FIRST MATE MO

Tess Parker plays a pirate called First Mate Mo! They're the sidekick to our Pirate Captain and she is silly, funny, loyal, and a little bit dense!

# The Performers & Characters



## ROBO PARROT

Jessica David is our puppeteer who brings Robo Parrot to life! Robo Parrot is a robot who helps Fern fly the spaceship!



# What happens in the show?

This is a scene by scene breakdown of what happens in Space Pirates so that you can prepare for the show. We'll include **surprises**, lighting and sound details, etc. So skip ahead if you don't want any spoilers!



## Scene One: The Wrong Show

### Scene Description:

Two pirates, Pirate Captain and First Mate Mo, wander onto the stage with a big map and spyglasses. They keep getting lost, bumping into things, and guessing the wrong name for the show (“Bass Pirates,” “Space Parrots,” “Space Primates”) before finally realising they are in the wrong scene. They leave awkwardly, promising to return later.

**What you see:** Pirates enter through the audience, walk across the stage, use oversized props, and get caught in a sudden spotlight.

**What you hear:** Sea sounds (waves, gulls), pirate music, loud pirate voices, spotlight cue.

**Energy level:** Playful, silly, sometimes loud.

**Surprises:** Pirates suddenly appear from behind the audience; spotlight flashes on; loud pirate shouts.



## Scene Two: Fern's First Day

### Scene Description:

Fern, an eager astronaut, arrives for her very first mission at the Very Important Space Trash Agency (VISTA). She introduces herself to the audience as the “judges,” meets Robo-Parrot (her robot assistant puppet), and tests the Recyclotron 3000 — a machine that recycles rubbish into new things. She accidentally pushes the mysterious “big red button,” which is never meant to be pressed.



**What you see:** A colourful cardboard spaceship set, Fern in a space suit, Robo-Parrot puppet, and the Recyclotron machine making silly objects (underpants, ducks, fizzy drink).

**What you hear:** Space music, whirring machines, cheerful “ding” sounds, fizzy bottle spraying, Robo-Parrot beats.

**Energy level:** Fun, excited, interactive.

**Surprises:** Fizzy bottle sprays suddenly, flashing lights, silly loud machine sounds, direct audience address.



## Scene Three: The Pirates Have Arrived

### Scene Description:

Because Fern pressed the big red button, Pirate Captain and First Mate Mo are accidentally teleported onto her spaceship inside a big cardboard box. They explore the strange ship and experiment with the button, causing chaos: disco dancing, underwater swimming, moving in slow motion, turning into monkeys. The button keeps being pressed until everything shuts down in darkness.

**What you see:** Pirates arrive inside a box, reveal themselves, press buttons, transform into disco dancers, underwater swimmers, monkeys. Fern hides then panics.

**What you hear:** Pirate music, truck reversing sound, lots of fast-changing sound effects (disco, underwater, slow motion, rewind, safari), chaotic overlapping noises.

**Energy level:** High, busy, very silly and loud.

**Surprises:** Loud music changes, quick lights and sound shifts, pirates shout “Arrr!” often.



## Scene Four: The Darkest Hour

### Scene Description:

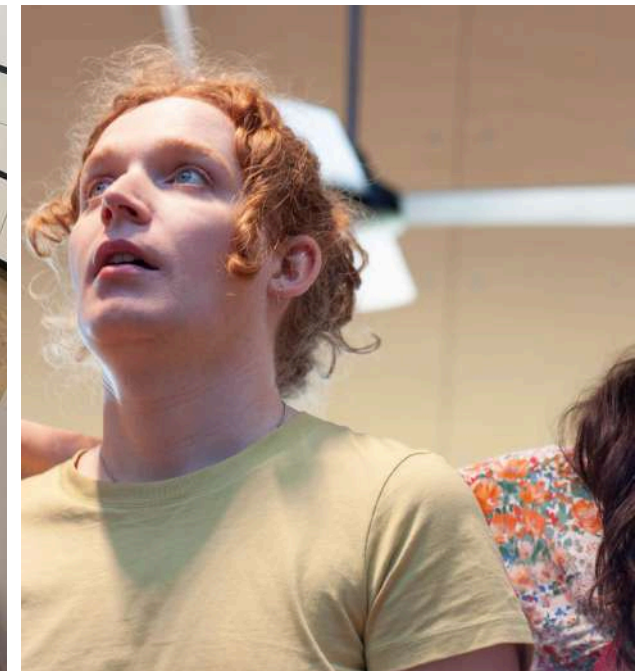
The ship breaks down and everything goes dark. Fern feels she has failed her mission and cries. The pirates, feeling guilty, decide to help. They open the shutters to reveal a sky full of stars and constellations. Beautiful puppets appear — jellyfish, a pirate ship battling a kraken, and a giant glowing whale. Guided by the stars, Fern regains hope and the pirates help her set a course.

**What you see:** A blackout at first, pirates searching with torches, then a magical starry reveal (fairy lights above the audience) with constellation puppets including a huge glowing whale.

**What you hear:** Sad soft music, then magical calm music (Blue Danube) as the crew travel by starlight.

**Energy level:** Quiet, reflective, calming.  
Builds into wonder.

**Surprises:** Sudden blackout, torches shining, big reveal of glowing star puppets.



## Scene Five: Cleaning up the Trash Cluster

### Scene Description:

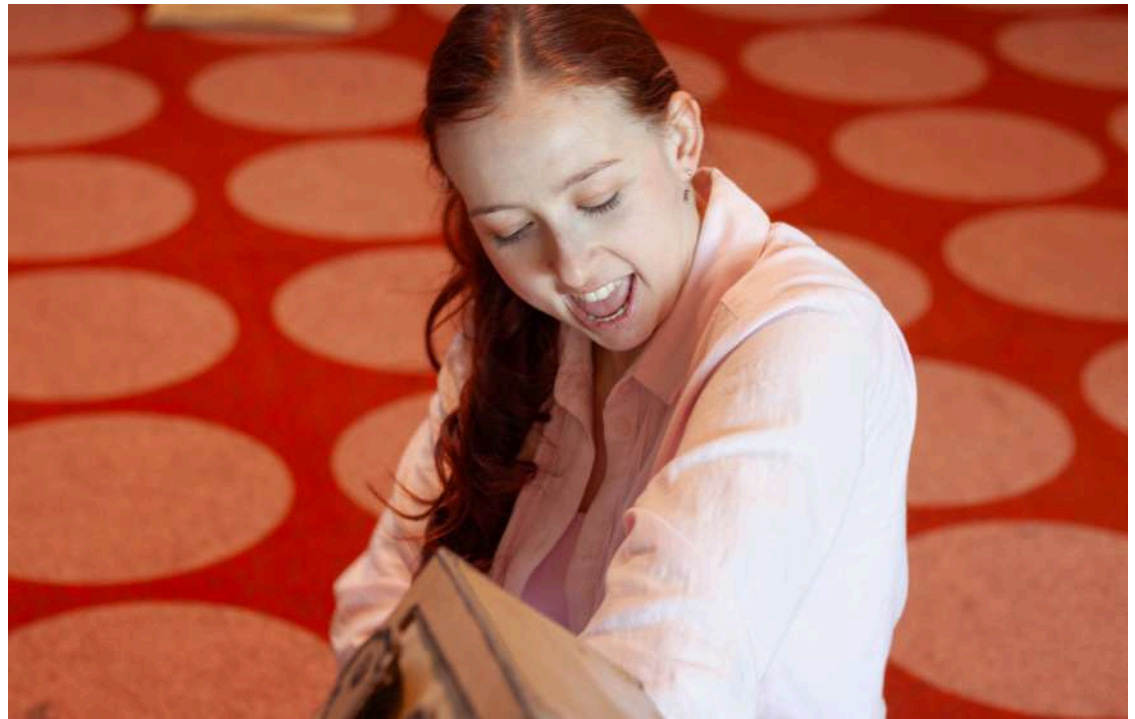
The crew reach a floating cluster of space rubbish. Fern explains how trash doesn't disappear, it must be reduced, reused, and recycled. The audience is invited to help spot trash in the theatre. The pirates collect rubbish and sort it into piles. The Recyclotron makes new items (star maps, water bottle, a mini robot, potato, pirate hat). Funny dances happen when Robo-Parrot and Mo fall in love with their "finds."

**What you see:** Floating trash cluster, pirates collecting rubbish (sometimes from the audience), Recyclotron spitting out new items, silly tango dances, Fern getting a big cardboard pirate hat.

**What you hear:** Music underscoring the trash collection, Recyclotron whirs and dings, tango music for love dances.

**Energy level:** Playful, interactive, medium-loud.

**Surprises:** Audience asked to join in by shouting "Aye Aye Captain!"; silly surprise items pop out of the machine.



## Scene Six: Space Pirates in Space (Finale)

### Scene Description:

Fern and the pirates ask the audience to vote if Fern passed her test. The audience shouts “Aye Aye Captain!” to cheer her on. Fern becomes an official astronaut, sharing captancy with Pirate Captain. Together they pledge to clean up trash, not treasure. A final big musical number celebrates teamwork and recycling, and the show ends with bows like a rock concert.

**What you see:** The crew huddle around Fern, then celebrate, place a pirate hat on her, and perform a high-energy final song with bows.

**What you hear:** Hopeful music leading into a big triumphant finale song, “Space Pirates, Pirates in Space,” with audience call-and-response. Loud final cheer and music ending.

**Energy level:** High-energy, joyful, loud celebration.

**Surprises:** Audience asked to yell “Aye Aye Captain!”; loud music and big finale.



# Visual Story

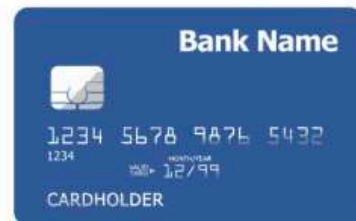
A Visual Story for  
attending  
Space Pirates at  
Gasworks Arts Park



This visual story explains what will happen when you go to Gasworks Arts Park to see Space Pirates at the Melbourne Fringe Festival!

# What do you need to bring with you to the show?

- You must bring your ticket – on your phone, or cardboard ticket from the box office
- A water bottle
- Headphones or earplugs
- A debit or credit card or your phone to buy tickets or drinks
- A small bag that fits in your lap or under a seat
- A fidget toy.



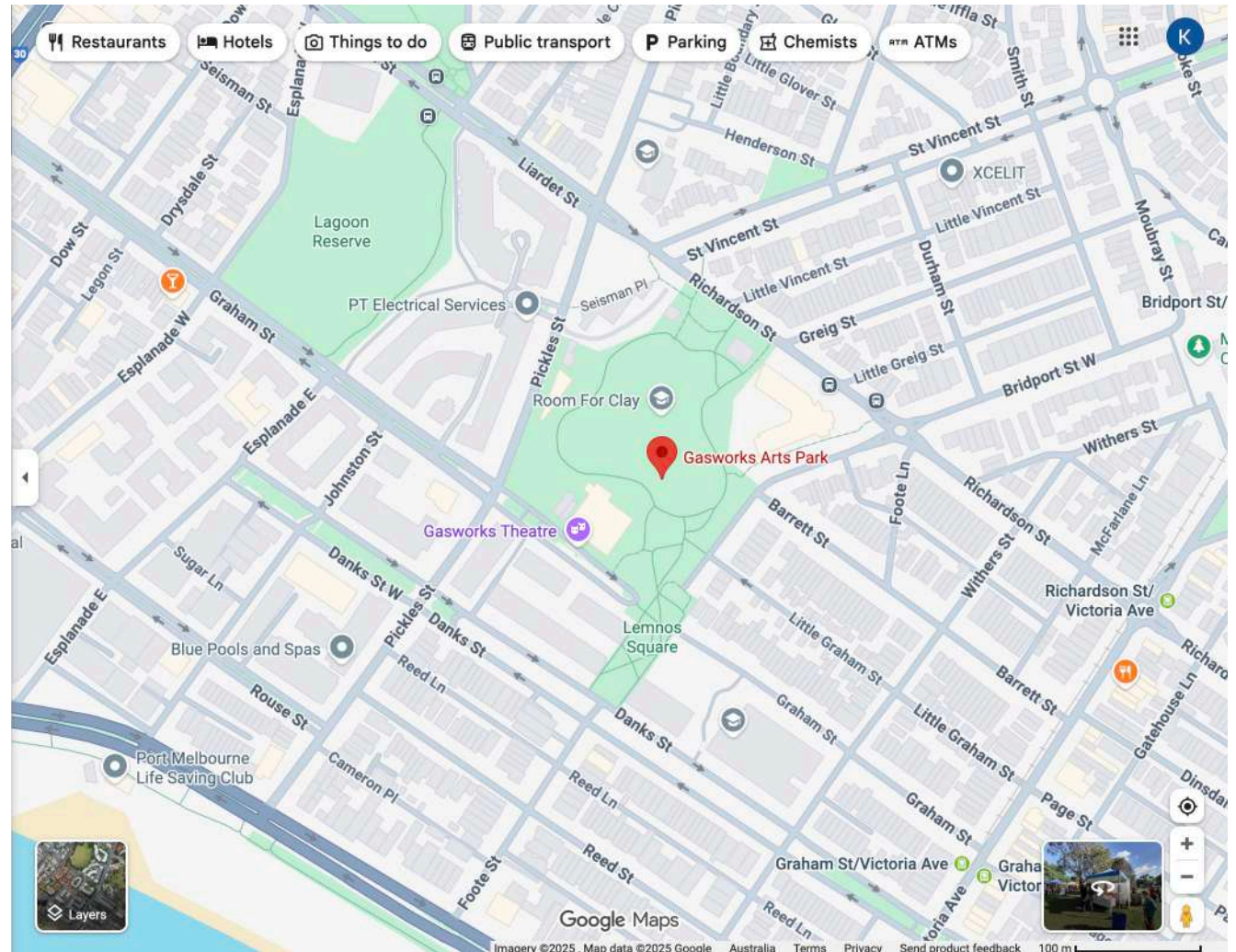
Images: a pink festival ticket, a blue credit card, a yellow fidget spinner, a pair of black headphones, a purple drink bottle, a black bag.

# Where is Gasworks Arts Park?

Gasworks Arts Park is a large arts venue with several different theatre and gallery spaces. These are where different shows are on during the Festival.

Gasworks Arts Park is located at 21 Graham Street, Albert Park, Melbourne.

It is close to Port Melbourne Beach and sits at the South side of a large park with lots of outdoor spaces to explore!



# Getting to Gasworks Arts Park

## **Driving**

If you are driving to Gasworks Arts Park, our address is 21 Graham Street, Albert Park (corner of Graham and Pickles Streets, Melway ref: 57, D4). There is plenty of free, unrestricted street parking surrounding the park.

## **Tram**

No. 1 tram from Swanston Street (to South Melbourne Beach).

Disembark at Stop 31 (Tramtracker ID 1241) and walk down Graham St.

Alternatively, if you reach the beach, walk along the beach front towards the right (if you facing the ocean), then turn right up Pickles Street.

No. 109 tram from Collins St (to Port Melbourne).

Disembark at Stop 128 and walk down Graham St. (This route has disabled access. Please call 1800 800 007 for more information)

## **Bike**

There is a Melbourne Bike Share station located on Pickles Street, near the Graham Street entrance to Gasworks Arts Park.

## **Bus**

Catch bus routes 234 or 236. For all public transport timetable and service information please see Metlink Journey Planner [ptv.vic.gov.au](http://ptv.vic.gov.au) or call 131 638.

# Accessibility at Gasworks Arts Park

- All Gasworks venues are wheelchair accessible, and there is an accessible bathroom close to the Gasworks Main Theatre
- Guide dogs are welcome at Gasworks.
- The Gasworks Theatre is equipped with an Assistive Listening System – simply pick up a Hearing Loop or Earpiece from the box office.
- Gasworks also offers a second ticket at no cost to people who possess a Companion Card. If you need to book a ticket for your companion or carer, please contact us on 8606 4200.
- If you have any special access requirements, please let us know so that we can help make your experience as enjoyable and hassle free as possible.
- Please check the City of Port Phillip's accessibility map for locations of amenities in the nearby area. Our address is 21 Graham St Albert Park.

# Outside the Theatre

Here are some photos of the outside of Gasworks Arts Park! There is a cafe, courtyard, and a smaller theatre also at the venue.

Space Pirates will be performed in the main theatre.





# The Cafe

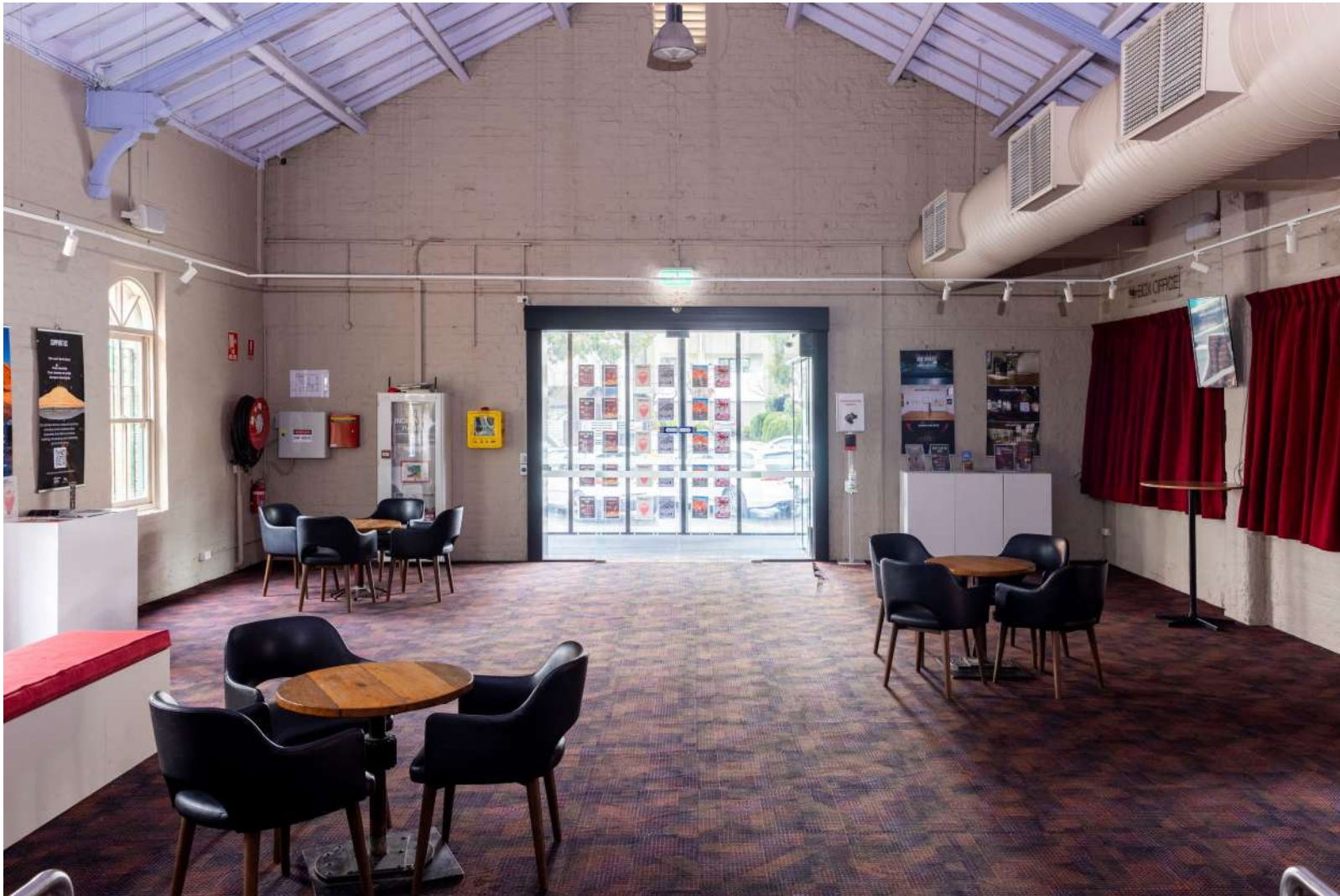
You might like to visit the cafe for a drink or a snack before the show! It can be found around the corner from the main entrance to Gasworks Arts Park.



# Inside the Foyer

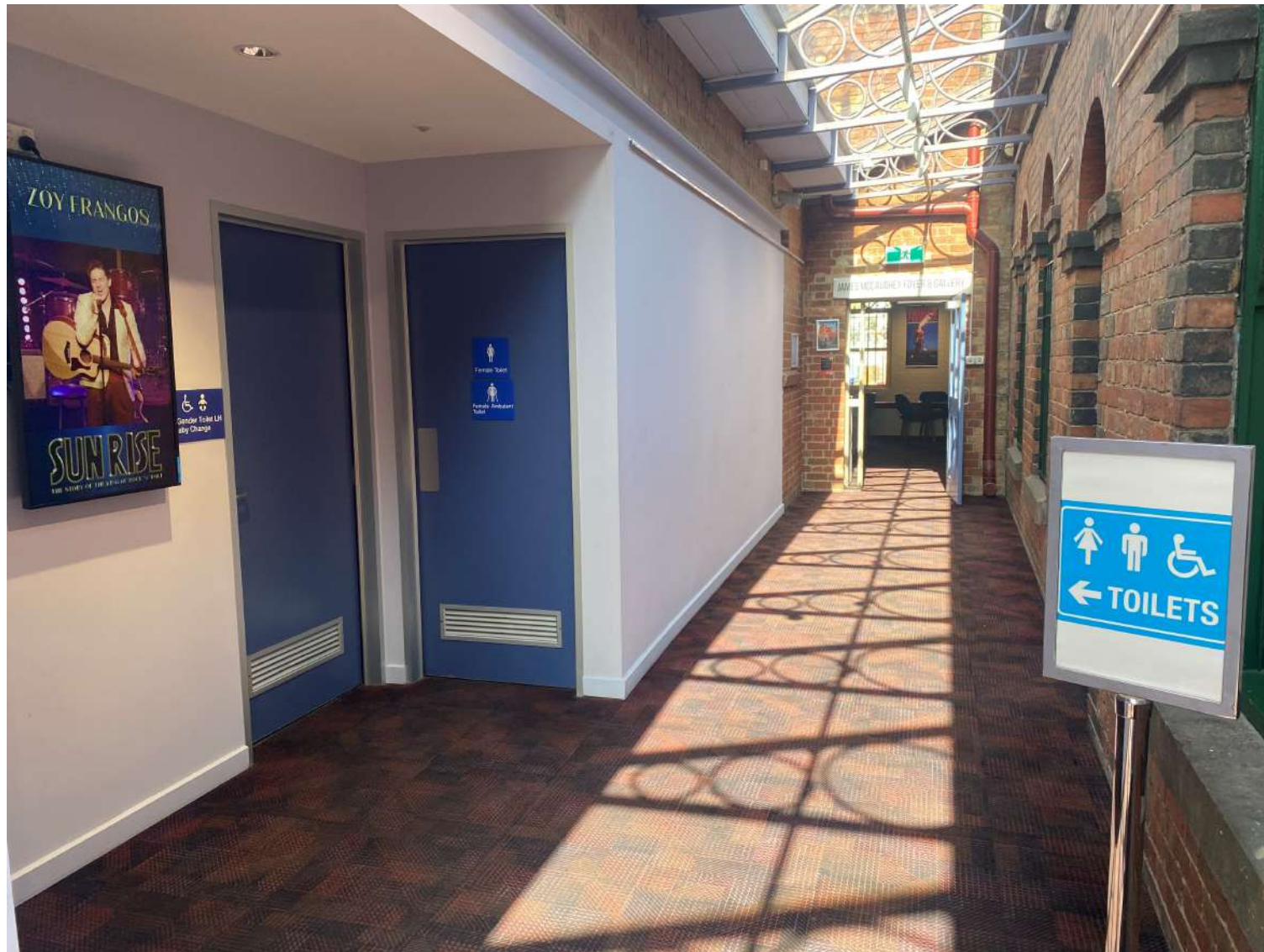
This is what the foyer looks like at Gasworks Arts Park. Here is where you will come when you arrive to the theatre.

When we are ready for you to come into the theatre and take your seats, an usher will check your tickets and show you to your seats!



# Accessible Bathrooms

Here are some photos of the accessible bathrooms at Gasworks Arts Park from different views. They are close to the main theatre and foyer!





Male Toilet

Male Ambulant Toilet

CHAPEL OFF CHAPEL

BIRDZ & FRED LEONE

**GIRA**

2025 TOUR

FRI 21 NOV

CHAPEL OFF CHAPEL

MELBOURNE NAARM

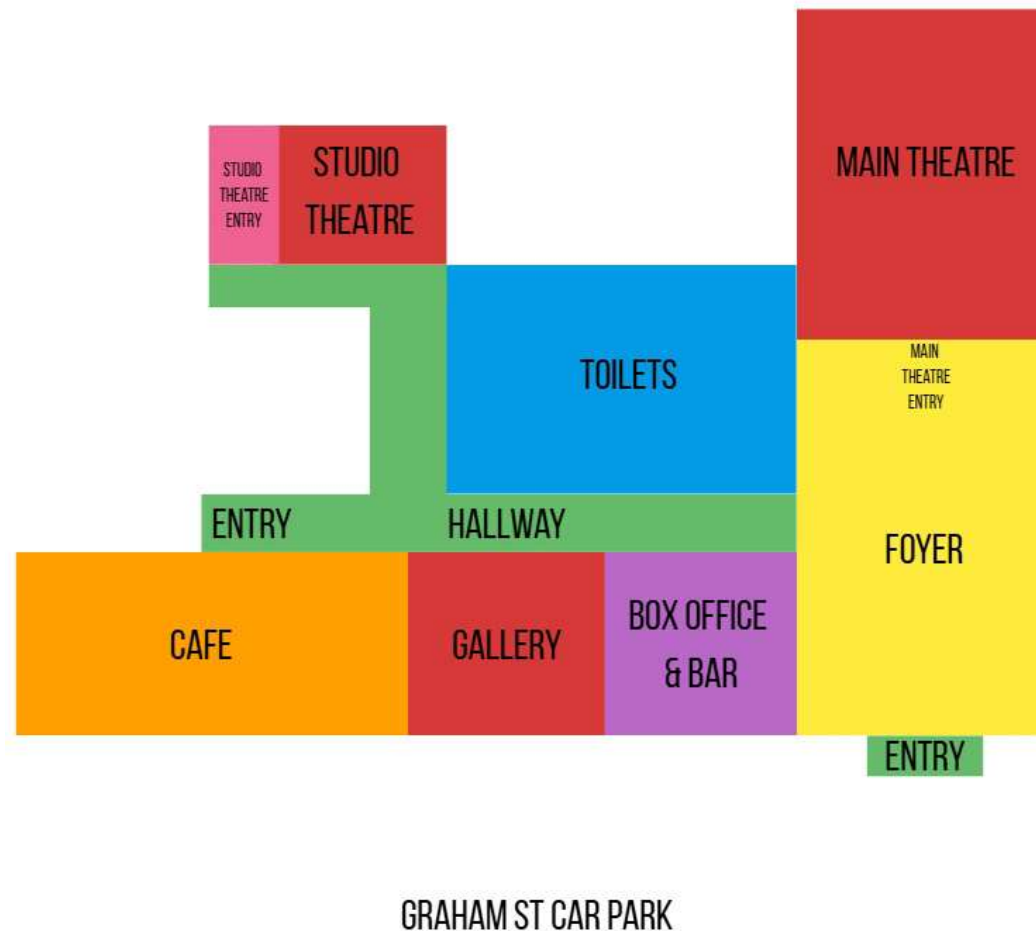
BOOKINGS:  
CHAPELOFFCHAPEL.COM.AU

All Gender Toilet LH  
& Baby Change



# Map of Venue Layout

This is a simple map of the layout at Gasworks Arts Park! Space Pirates is being performed in the Main Theatre. Our quiet room / break room will be located in the Studio Theatre. You can take a break from the performance there or in the foyer if you need. You can come and go from the theatre as much as you like during the performance.

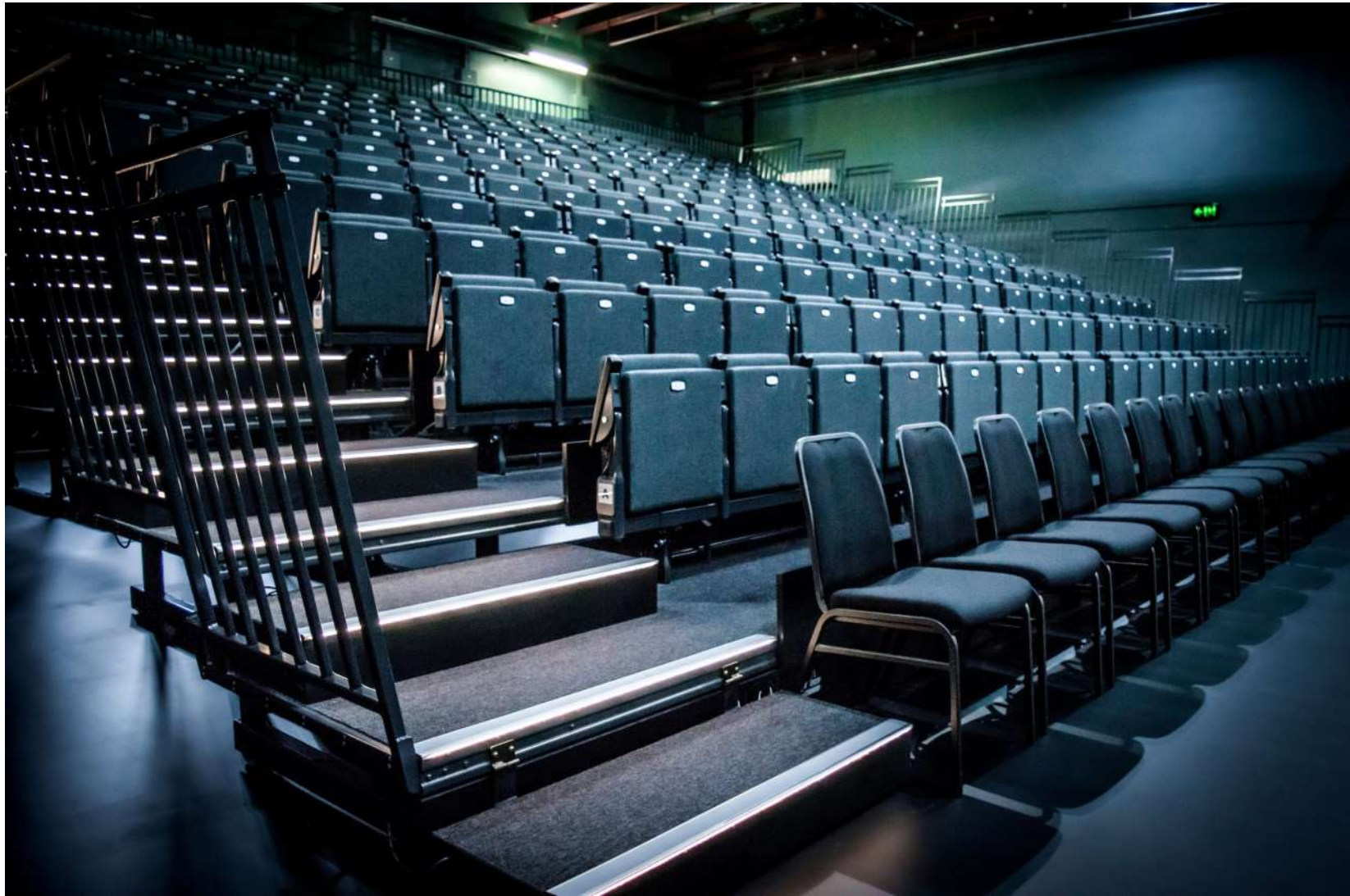


# Inside the Main Theatre!

Here are some photos inside the main theatre at Gasworks Arts Park where Space Pirates will be performed! The theatre will be set up very similarly with black curtains all around plus our spaceship set on the stage!







# Break out space / Quiet Room

During the show, if you need a break you are welcome to exit the theatre and hang out in the foyer or in our special quiet room. During Space Pirates the Studio theatre, pictured below will be available to you to have a quiet break in if you need one. You can come back into the show whenever you like!



# What happens before the show?

You will travel to Gasworks Arts Park either by car, tram, bus, bike or walking! When you get there you will find the entrance to the Main Theatre.

You will hang out in the foyer for a while. We recommend arriving at least 10 minutes before the show starts so that you can find your way. You might like to visit the cafe for a drink or snack first too or explore the building and surrounding park.

About 10 minutes before the show starts, the doors to the theatre will be opened and an usher will check your ticket and show you to your seat.

The house lights will be on so you can find your way easily. You should take your seat now.

Before the show begins properly the performers at our Relaxed session on Wednesday 8th October will come out onto the stage and introduce themselves, they will explain a little bit about the show and any big sensory moments that you might like to know about before they happen. This includes big light or sound changes that you can expect.



# What happens during the show?

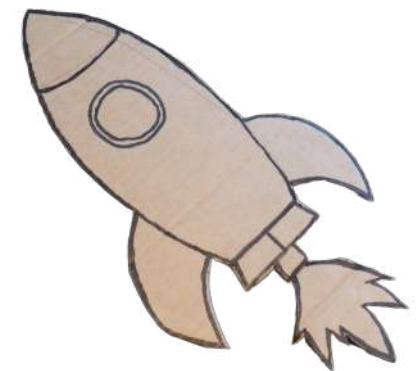
For our Sensory Relaxed performance on Wednesday 8th October, things will be a little different to a standard performance.

The show will begin when the music starts and the house lights are dimmed a little bit. But they will stay on throughout the show so that you can come and go from the theatre whenever you like.

The performers will act on the stage. This area is just for them. They might ask you to call out sometimes, but you should stay in your seats or if you need to stand or walk, use the areas in the theatre that the performers are not performing on.

You can laugh, clap, sing along, rock, stim, utilise your access tools, and more during the show!

You are free to come and go whenever you like and you can take a break from the show by hanging out in the foyer or in our quiet room - which for this show is the Studio theatre. The ushers and venue staff will be able to help you find those areas if you need them.



# What happens after the show?

You will know the show is over when the actors all take a bow and leave the stage. The house lights will come back on and the ushers will help you find your way out of the theatre.

You should exit the theatre now and head back out into the foyer where the actors may be waiting for you and you can take some photos or talk to them if you like!

You are welcome to go then to the cafe or hang out and explore the park around Gasworks Arts Park!

We hope you enjoyed the show!



# Content Advice

Let's talk a little bit more about what you can expect at the Low Sensory / Relaxed performance of Space Pirates!



**IMAGE DESCRIPTION: KAT GLASS AND TESS PARKER REHEARSE A SCENE FROM SPACE PIRATES**

### Technical Effect Description

There is lots of music and lighting throughout the show, including some puppets made of fairy lights that light up in the dark.

### Verbal Content Description

The performers in Space Pirates talk in silly accents. The pirates talk in old fashioned pirate voices! Robo Parrot talks a little bit like Siri or an AI voice. All of the performers will be speaking loudly so that you can hear them.

### Visual Content Description

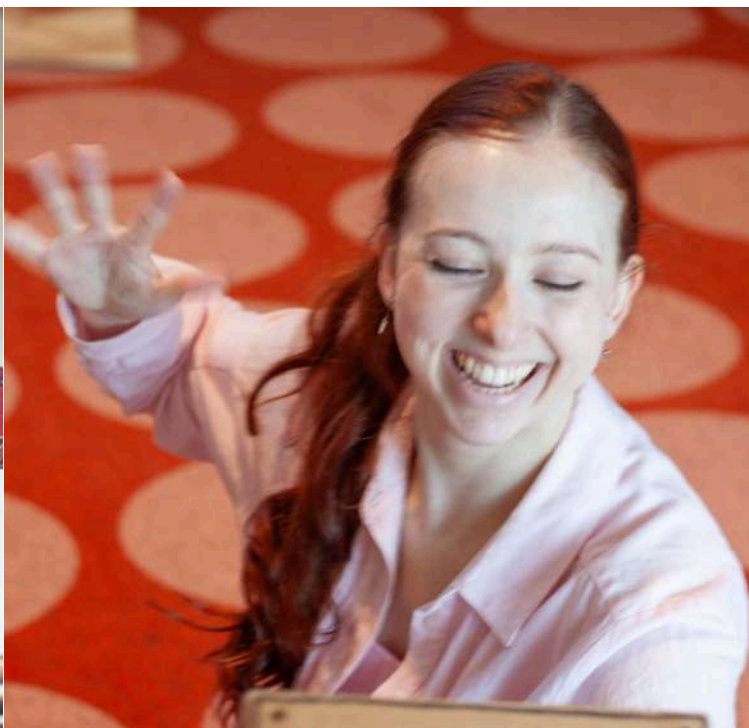
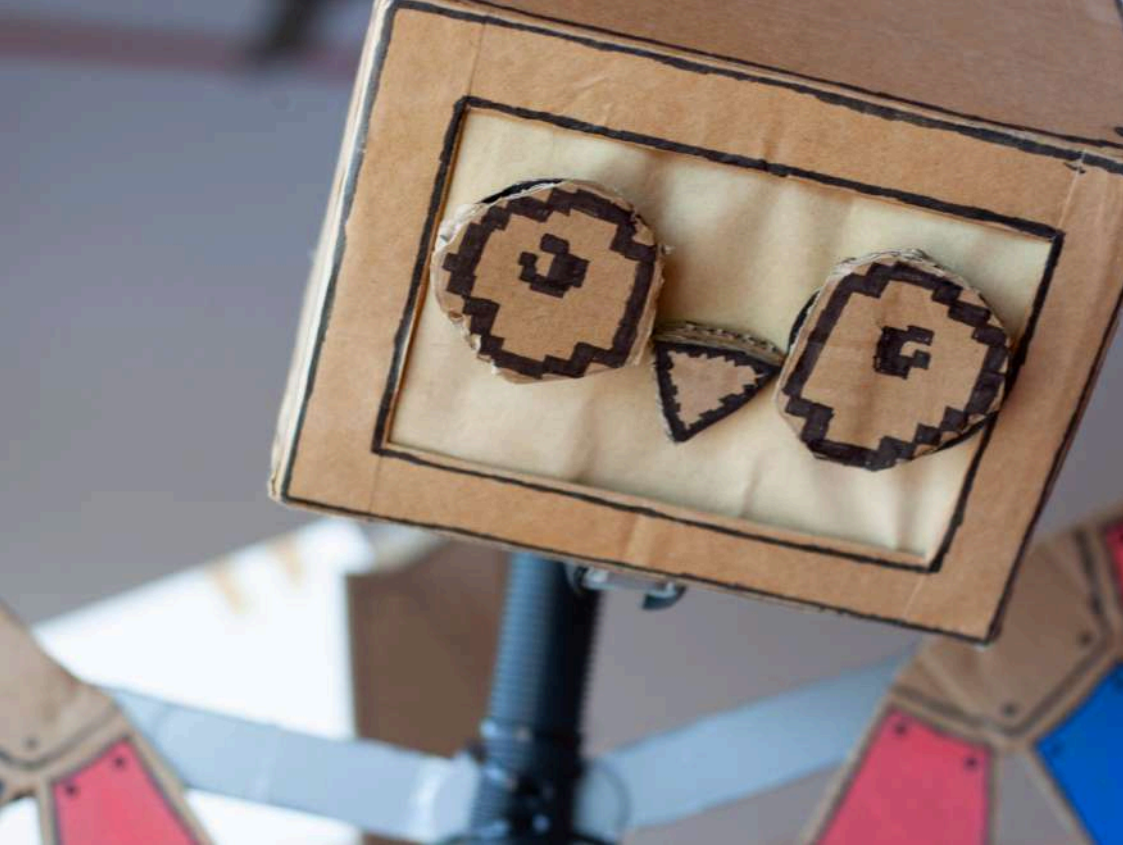
Space Pirates features a cardboard spaceship set and lots of props and puppets made from cardboard.



Feature	What this Entails	Included
Consultation with a member of the Neurodivergent arts community	<p>A member of the arts community who identifies as Neurodivergent has been consulted to assess the work and provide feedback on any necessary changes for it to be considered a Low Sensory experience.</p> <p>This person must have experience in low sensory performance practice; they may be internal or external to the team.</p>	YES
Low sensory translation of the performance lighting	<p>The lighting for the show is augmented to be a low sensory version of a standard showing.</p> <p>It is encouraged that the original experience of the show is preserved through these changes.</p>	YES

Addition of the house lights at a low level	<p>The house lights are left on at an “airplane at night-time” level.</p> <p>The exact level should be agreed upon by the creative team and consultant.</p>	YES
Open door policy	No lock out, people can come and go as they please.	YES
Walkaround policy	People can rock, stim, hum, pace, change seats, and come/go as they need/please.	YES
Open phone policy	<p><u>Audience</u> can use support devices during the performance.</p> <p>Recording is discouraged.</p>	YES
Capped tickets	75-85% of total seats available, to be agreed upon between the consultant and the creative team.	YES

Feature	What this Entails	Included
Event facilitation by a member of the Neurodivergent arts community	<p>The performance day in question is overseen by an arts professional with lived experience of, and connection with, the Neurodivergent community.</p> <p>They will oversee the process, giving FOH staff a briefing, introducing the show to the audience, and being on hand to assist with any incidents related to sensory overwhelm.</p>	YES
Confirmed available Quiet Room	<p>A quiet room is available for patrons to use at their discretion.</p> <p>This room shall be set up in line with advice from a Neurodivergent consultant.</p>	YES
Extra FOH staff for the event day	<p>1-2 extra staff should be included to help deliver this specific performance.</p> <p>Staff who have training and/or experience with Neurodivergence preferred.</p>	YES
Low sensory translation of the performance Sound	<p>The sound for the show is augmented to be a low sensory version of a standard showing.</p> <p>It is encouraged that the original experience of the show is preserved through these changes.</p>	YES



**We can't wait to welcome you  
to our show!**

**You can ask questions ahead  
of time or send feedback after  
to Kat Glass Creative!  
[kat@katglasscreative.com](mailto:kat@katglasscreative.com)**