

Accessibility Map



Room Numbers

University: North

Information Hub (Reception), Student Hub: Finance, Student Support, Futures (Careers), Student Administration, Campus Shop, Students' Union Office, Dining Hall, BARJON (SU Bar).

University: East (KCB)

Ground Floor: Computer Suite, Music & Sound Studio, Speech Lab, Voice Lab, Language Sciences, Psychology Labs, Speech and Language Therapy, Speech & Language Therapy Clinics, iSpace, Live Music Studio, Counselling Centre.

First Floor: Sport, Health & Wellbeing, Teaching Rooms: E203 (Chelsea Room), E204-E208, Photographic Studio.

University: Henry Durowse Centre (HDC)

Ground Floor: Faculty of Education, Enterprise and Culture, Islamic Prayer Room, Teaching Room: HDC101.

First Floor: Teaching Rooms: HDC201-204, HDC215-218.

Second Floor: JaM Centre, Teaching Rooms: HDC301-304.

University: South

Ground Floor: Marjon Arts Centre: Desmond Tutu Theatre, Old Chapel Studio, Teaching Rooms: S102, S107, S108, S109, S111, Finance & Facilities Dept.

First Floor: Marketing & Communications, Boardroom, Vice-Chancellor's Office, Human Resources.

University: West

Ground Floor: Library (Information Desk, Social Study), Copyshop, Computing & Media Services, IT Training & Support, eLearning (MeLT), 24 Hour Computer Room, GamePad, Laundry.

First Floor: Health (Biosciences & Nutrition, Sports Therapy & Rehab), Teaching Rooms: W220, W223, Library (Quiet Study, Group Work Rooms, IT Suite), PLP: W202-W204, Plymouth Raiders, THE EDGE (Business School).

Second Floor: Library (Silent Study Area, Group Work Rooms), Teaching Rooms: W302, W305, W306, W313, Timetabling.

Chaplaincy

Marshall Room, Chapel, Nap Room.

Sport & Health Centre

Fitness Suite, Swimming Pool, Climbing Wall, Gymnasium, Sports Halls, Sports Therapy Clinic, Sports Science Lab, Seminar Room, Outdoor Adventure Centre, The Grandstand Café.

Key



Parking



Accessible Parking

(Free parking if Blue Badge displayed)



Bus Stop



Cycle Shelter



Toilets



Platform Lift



Passenger Lift



Entrances

(all external doors are automatic)



Good Access Ramp



Steep Access Ramp

*In the event of a fire, **Refuge Points** can be found in every stairwell in every building.*