



# LEVELS

# Whitehaven

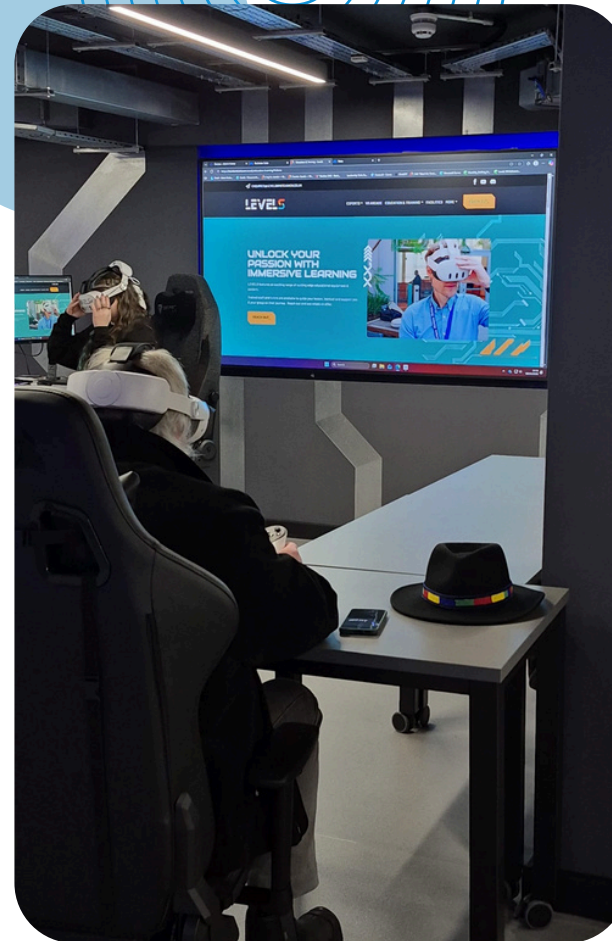
*Immersive Room*



# LEVELS

**LEVELS** is a next generation community space where eSports, virtual reality gaming, and immersive learning collide. As a first of its kind gaming and digital hub, the £4.6million redevelopment in Whitehaven positions itself as a safe space for education, training providers, and corporate entities to explore immersive technology and software development tools.

The refurbished Whittles Furniture building has revitalised and modernised the town and now offers a **VR arcade** with free roam VR and Meta Quest ES, an **audio lab and podcasting studio**, **motion capture studio**, a **café and chill out room**, and of course, an **immersive room** – which we had the pleasure of designing and installing for the Levels team.







# The Ins & Outs...

**Levels** opted for a three wall solution with wide space warp and blend and 4x upgraded Optoma projectors. Their immersive room also incorporates a 5.1 surround sound system, scent dispensers, a wind machine, and LED lighting – all of which works together to not only bring the space to life, but to make it fully interactive and multi-sensory.



# What the room will be used for...

The immersive room at LEVELS Whitehall will be used as an interactive learning space that will not only be used internally but will also be outsourced to local education and training providers, with the aim of equipping young people with the necessary skills for a world that is rapidly advancing when it comes to technology.

When a school or training provider is on site and ready to use the immersive room, experienced team members from LEVELS will be available to help them navigate the technology, as will an AI assistant.

The immersive room features a content library within our *Immersive Studio*, with over 6,000 pre-built scenarios available.

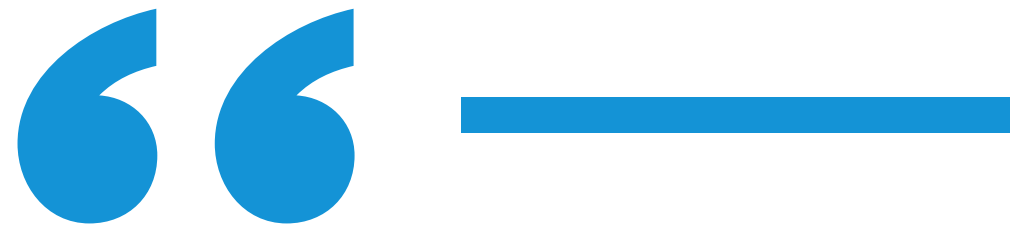




# The Launch...

Our sales manager who oversaw the design and installation of the LEVELS immersive space, Kelly, was kindly invited to Cumbria to be present for the opening of the gaming and immersive education hub. Alongside local press, Kelly was enthralled seeing our immersive space in action and hopes this community hub revitalises and modernises the local community, bringing with it an array of opportunities for young people to explore advancing technology.





I want to give my thanks to the team at AllOfficeLTD for providing our immersive training suite. It's a three wall projector system and interactive touch wall with sight, sound, and smell. We're going to be using it for a huge range of training activities, both vocational and non-vocational. It's got some great functions and a fantastic CMS system behind it and staff are already engaged with training partners.

**Ian Irving**

Managing Director at LEVELS Whitehaven



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