LEVELS whitehaven case study

FutureVisuals

executive summary



LEVELS is a next-generation community space and digital hub situated in Whitehaven, where esports, virtual reality gaming, and immersive learning collide. Part of a £4.6 million redevelopment of the historic Whittles Furniture building, the facility provides a dynamic, state-of-the-art environment for education, training providers, and corporate organisations to explore cutting-edge technology. Working in partnership with the LEVELS team, we designed and installed a bespoke immersive room to serve as a cornerstone of this pioneering venue.

The immersive space combines interactive displays and projection technology with flexible digital tools to bring content to life and foster hands-on learning, collaboration, and discovery. Complementing the wider hub's VR arcade, motion-capture studio, and audio labs, the room enables visitors to step directly into virtual simulations, explore complex software tools, and engage with educational scenarios in a safe, fully controlled setting.

Designed with versatility and innovation at its core, the immersive room provides the Whitehaven community, students, and businesses alike with a unique opportunity to develop digital skills, experience transformative interactive environments, and connect with emerging technologies in an engaging and accessible way.

goals & objectives







Foster Interactive, Future-Ready Learning
Develop a state-of-the-art, interactive learning space designed to equip young people with the essential digital and technical skills needed for a rapidly advancing world.

Broaden Community & Educational Outreach
Extend the facility's impact beyond internal operations by partnering with local schools, colleges, and training providers, giving external groups access to cutting-edge learning tools.

Provide Seamless, Guided Support
Ensure every session runs smoothly with on-site guidance from experienced LEVELS team members alongside an intelligent AI assistant to help users confidently navigate the technology.

Deliver Vast, Scenario-Based Experiences
Utilise a comprehensive content library within the Immersive Studio featuring over 6,000 pre-built scenarios, enabling educators to immerse learners in rich, realistic environments.

Empower Flexible, Curriculum-Aligned Delivery
Give instructors and trainers an extensive suite of digital resources to deliver tailored, impactful lessons that meet diverse learning outcomes and industry standards.

Maximise Long-Term Community Value
Provide a versatile, multi-use platform with scalable content and continuous technical support, allowing the space to evolve alongside future educational and industry demands.

definition & scope



PHASE 1

Consultation & Design

Consultation with the LEVELS team to understand their vision, technical requirements, and multi-user educational goals.

PHASE 2

Installation

Supply, installation, and integration of cutting-edge immersive hardware, including high-definition projection, spatial audio, interactive touch systems, and support software.

PHASE 3

Commissioning & Handover

Testing, calibration, and commissioning of the completed space, ensuring immediate access to the 6,000+ scenario library for staff, learners, and partners.

SCOPE INCLUDES

The project scope covered the end-to-end delivery of the LEVELS immersive learning facility, from initial concept and design through to equipment supply, installation, testing, and handover. This encompassed the full integration of interactive displays, projection, and audio technology, configuration of the digital studio platform, and creation of a high-tech, collaborative environment designed to equip young people, training providers, and local businesses with future-ready digital skills.

I want to give my thanks to the team at FutureVisuals 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 | LEVELS Whitehaven

Transform learning with immersive environments.

Ready for lift off?

Book a demo.

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