ulster university case study

Ulster University

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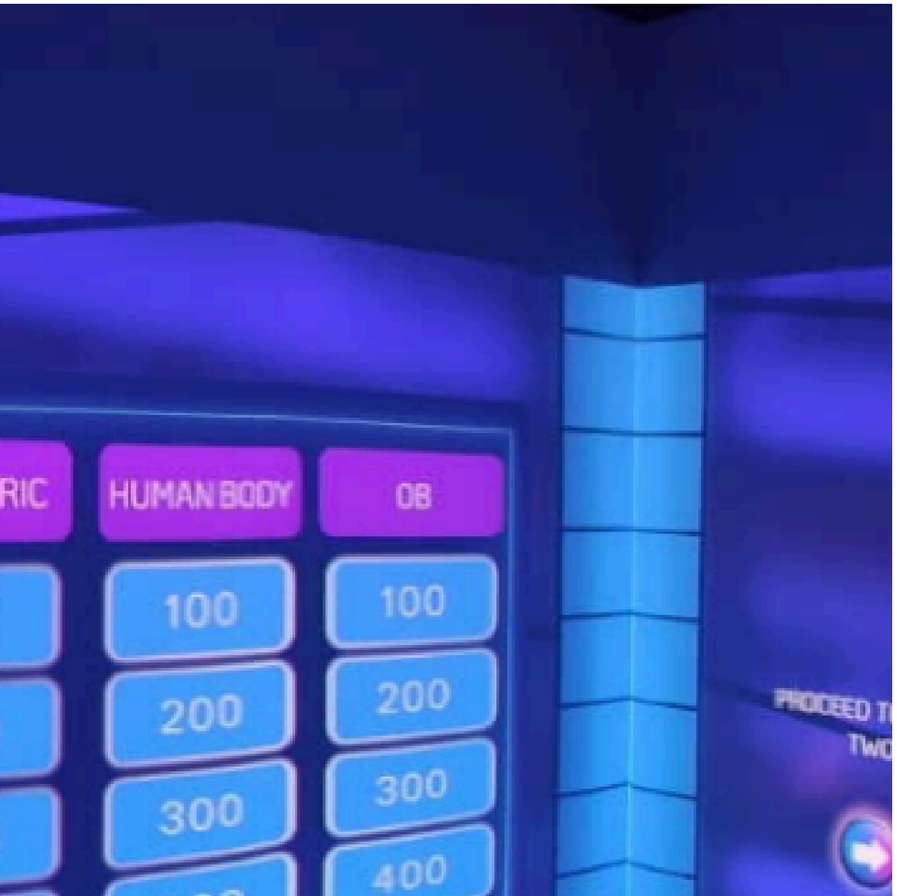
executive summary



Entitled ‘the UK & Ireland’ s University of the Year ’ in 2024 by Times Education, Ulster University is a higher education institution based in the heart of Derry-Londonderry, with its central campus just a short distance from idyllic county Donegal. With a wide range of undergraduate and postgraduate courses available, Ulster University offer training in medicine, health sciences and nursing, drama and the creative industries, as well as architecture, engineering, geography and travel and tourism – all of which have subject areas in which can be taught within the universities brand new immersive studio.

With over 6000 immersive scenarios and simulations available, students can brace for impact on a long haul flight, practice life saving surgery in a medical theatre and can even bring their architectural drawings to life – all by utilising augmented reality in a 360 degree, fully interactive, multi-sensory environment. Creative arts students can also create their own content using a 360 camera and edit with ease within our immersive studio software.

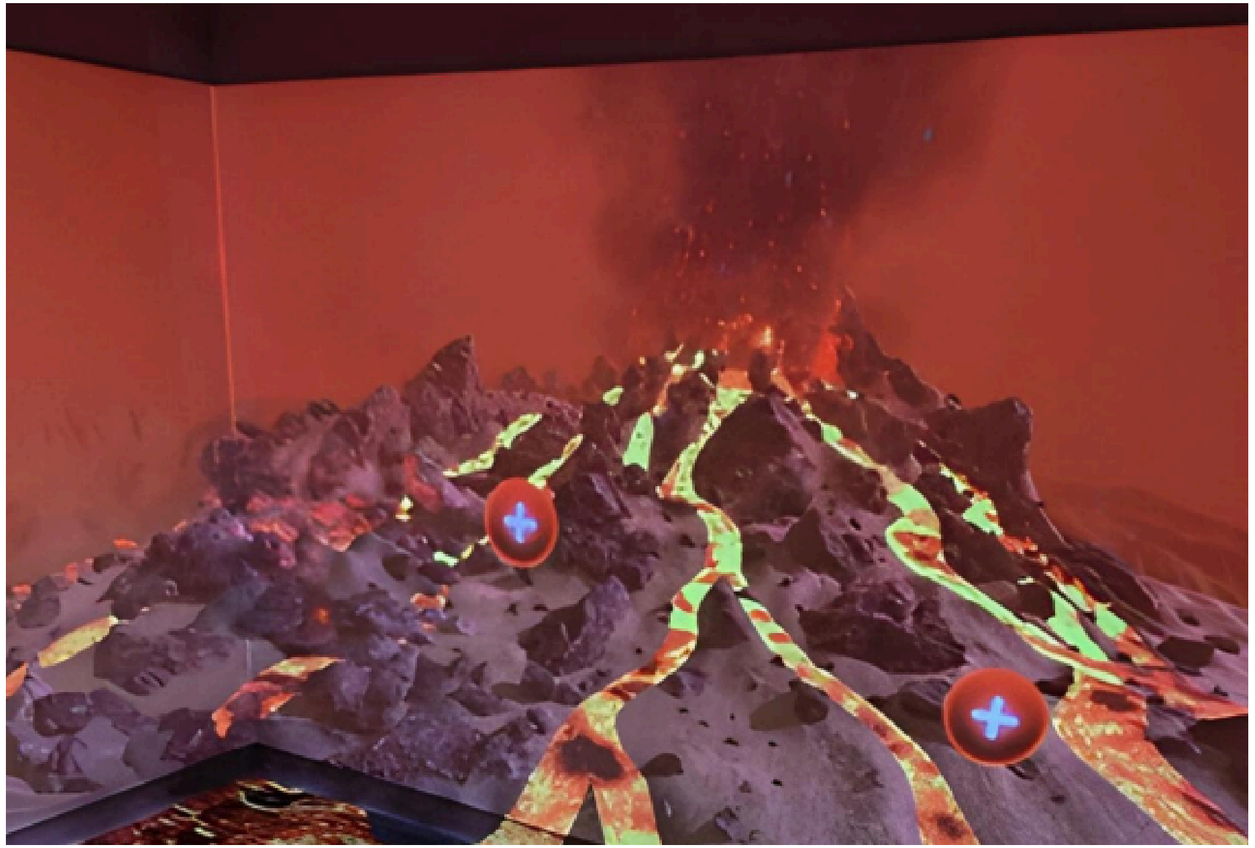
goals & objectives



To examine how Ulster University’s immersive learning environment uses advanced technology to enhance teaching, student engagement, and practical learning experiences across multiple disciplines.

- To analyse the design and features of Ulster University’s four-wall immersive space.
- To explore how immersive technology supports different areas of study, including Geography, Nursing, Architecture, and Travel & Tourism.
- To evaluate the impact of multisensory and interactive systems on student learning and experience.
- To understand how virtual environments can provide safe and realistic training scenarios.
- To identify the benefits and potential applications of immersive learning spaces within higher education.

definition & scope



Ulster University’s immersive solution is a fully interactive, multisensory learning environment designed to support a range of academic disciplines. The facility uses a four-wall projection system with a double floor, powered by laser and lamp projectors, alongside specialist warp and blend software to create seamless 360-degree visuals.

The immersive room includes additional features such as aroma dispensers, wind effects, LED lighting, and a 5.1 surround sound system to enhance realism. Unlike traditional three-wall setups, Ulster’s four-wall design creates a complete immersive space where walls, floors, and doors can display interactive content.

The system supports practical learning across subjects including Geography, Nursing, Architecture, and Travel & Tourism. Students can explore environments, practise clinical scenarios, visualise designs, and experience realistic travel situations within a safe and controlled setting.

Transform learning with immersive environments.

Ready for lift off?

Book a demo.

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