

case studies

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Games Workshop

Games Workshop is the largest and most successful tabletop 'fantasy battle game' company in world, designing and manufacturing miniature character soldiers and developing the worlds and strategies in which players will battle their armies.

To accommodate such a highly creative team of designers and developers, the opportunity to network and discuss ideas, strategies and stories in an informal environment is provided in an open plan common room/meeting space. With the ability to house up to eight separate meetings and over 50 people at one time, lively and 'animated' discussion can easily cause distraction for others and make concentration extremely difficult.

i-ceilings Approved Installers Apple Sound provided a highly effective and unobtrusive solution by installing an i-ceilings-based Sound Masking System and ensuring 'Absorb' and 'Cover' elements were also introduced into the space.

'We established a new area in the office complex as a common room. The open-plan, light and airy space was designed for informal meetings, but we needed an environment that provided some privacy too. Apple Sound demonstrated their sound masking system to us which immediately created the right acoustic atmosphere for the room. The system is completely discrete as there are no visible components. Two months after installation, the unobtrusive system continues to provide just the right level of speech privacy - enhancing this positive workspace.' Mandy Smith, Games Workshop's Facilities Manager.



Games Workshop
- Nottingham, UK

Business:
Games Manufacturer

Product:
Sound Masking System featuring
i-ceilings CS-1000 Sound Panels

www.iceilings.uk.com

