UNIVERSAL CITY, CA

Universal Studios Nintendo World

Super Nintendo World is an interactive atmosphere which includes a track-based augmented reality ride with motion-synced vehicles, interactive gameplay, and projection mapping.

New ride and show attraction comprised of two conjoining buildings, featuring interactive systems integrated throughout the ride experience and surrounding lane area – including a restaurant, restrooms, and retail space. Full electrical, low voltage, and systems infrastructure was provided, connected, and tested to deliver a fully operational facility. Coordination with nearly twenty vendors of complex systems to achieve seamless integration was a significant and highly successful effort.

MARKET SECTOR

- Entertainment, Studios, Stages
- Amusement Parks

DELIVERY METHOD

- Plan and Spec

CLIENT/OWNER
NBC Universal

GENERAL CONTRACTOR
PCL Construction

ARCHITECT
AECOM

ENGINEER
AECOM

CONTRACT VALUE
$57,700,000

PROJECT SIZE
135,984SF

PROJECT DURATION
43 Months

OFFICE
City of Industry

→ **View Project Online**