

DPS GAMES.

SECTOR: CREATIVE INDUSTRIES.

SIZE: 35,000 SQ FT.

TIMELINE: 16 WEEKS.

SPECTRUM.

DPS GAMES. GUILDFORD.

DPS Games approached this project with a clear vision: to create a workplace environment that puts people first.

In the fast-moving world of game development, where ideas form rapidly and teams work dynamically, it was essential that the design of their space reflected and supported their culture.

Spectrum's scope of work included:

- Deli area with flexible seating for over 200 staff
- Fully equipped catering kitchen for team efficiency
- Soundproof audio rooms for game and voice recording
- Private meeting rooms and focused workspaces
- Acoustic ceiling baffles to minimise noise distractions
- Agile furniture solutions across office and breakout areas

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3D VISUAL



3D VISUAL



FINAL



FINAL



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PLAY IS
EVERYTHING

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CLIENT TESTIMONIALS

"The thing that impressed me most about Spectrum Workplace has got to be the design. Fundamentally their design knocked the spots off the other competitors that we had."

*Director, **DPS Games***

"We've already seen people from different teams just walking across and talking to the other guys. Or sitting across in the little meeting pod. All these little pieces of communication are essential to making the business run smoothly. They just happen spontaneously because of the way the office has been designed"

*Director, **DPS Games***

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