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## Expansion of UQAT's Montreal Centre

**MONTREAL**

Investment:  
**\$10 million**

FUQAT contribution:  
**\$750,000**

### THE PROJECT

A true incubator of ideas, a place to collaborate and experiment, the UQAT centre in Montreal accommodates programs in art therapy and creation and new media. Located in the midst of a city recognized for its creative vitality, it stands out, in particular, for the unique synergy it has been able to generate with its partners in the production and digital creation fields.

**However, since it was founded, the centre in Montreal has been in constant crisis, due to a lack of space. Today, its relocation to Îlot Balmoral, the new flagship building in the heart of the Quartier des spectacles, has become essential to ensuring that the university can harness the full potential of its Montreal centre in every way: educationally, creatively, in partnerships, and in business.**

Besides spaces for digital creation and production, the project includes the construction of a retro-gaming room, a screening room, as well as access to the facilities of the Government of Quebec's Synthèse Pôle Image Québec initiative. The Synthèse project includes a shared library, a gameplay laboratory, a video game quality assurance laboratory, an illusionistic mapping projection room, a 3D printing lab, an interactive video lab, as well as a 3D immersion room (virtual and augmented reality).

### TIMETABLE

Delivery of spaces:  
**April 2024**

Anticipated occupancy:  
**September 2024**

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Field:

## Creation and New Media



**The Îlot Balmoral project includes world-class facilities and several components, including college-level component shared among 5 CEGEPs, a university component that addresses both UQAC and UQAT needs, space for industry associations (Quebec Film and Television Council, XN Québec, Guilde des jeux vidéo du Québec), spaces for innovation and experimentation and lastly, the Synthèse Pôle Image Québec project.**

**It will be a showcase and a powerful driver in the creation and new media sector.**

## THE OPPORTUNITY

This relocation will enable UQAT to enhance its program delivery and accommodate more students in its facilities over the course of the years to come.

It will also allow a unique synergy between complementary actors in the same sector of activity to be created, and in so doing, seize a number of opportunities for research, development and innovation that will result from this proximity.



## IMPACT

Thanks to this project, UQAT will be an integral part of one of the most important hubs for innovation in computer-generated graphics in Canada. The new facilities will also be available to students and UQAT business partners in the area.

The calibre of the facilities and equipment will be a big draw for businesses, researchers, and doctoral students who want, in particular, to do research in the visual effects field. Many organizations in the Quartier des spectacles and throughout Montreal (e.g. MUTEK\_IMG and the Festival du nouveau cinéma [FNC]) have already approached UQAT to include the institution in their projects.

**The proximity of other educational institutions, lobby groups/associations as well as the availability of spaces intended for leading-edge research will enable UQAT and its Creation and New Media department to shift to a much higher "cruising speed."**