

Project Overview

Classification:	Capital Project
Campus/Location:	Wake Tech East



This project will construct a reality-based simulation center for training programs based in law enforcement, emergency medical service and unmanned aerial vehicle operations. The facility will include a training track to support emergency driver training, commercial driver's license training and motorcycle training. The simulation complex building is anticipated to be 77,824 square feet and will support reality-based training for law enforcement and fire/emergency personnel. It will house a 4D Immersive Interior Training Village, including a two-story downtown street replica, and multi-function and specialty training rooms. Unmanned aerial systems and flight training tied into future Industry 4.0 programs supporting high-tech student training will also be incorporated into the facility. The project also includes associated extension of chilled water and heating water piping systems and the extension of roadways and parking.

Budget & Financing Information

Total Budget:	\$59.8M
HUB Goal:	20%

Project Status

Design:	January 2021
Construction:	Fall 2023
Anticipated Occupancy:	Spring 2024
HUB Actual:	--

Project Contacts

Wake Tech Project Manager:
Wake Tech HUB Coordinator:
Builder/General Contactor:
Designer:

Walter Lennon
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Balfour Beatty
Boomerang