iLRN Knowledge Tree Showcase Mapping

✔ 17 Knowledge Tree Branch Tracks (1–17)

- trunk = Branch #1 Immersive learning foundations (Computer, science, game design/UX, Learning sciences)
- Nine main branches of applied immersive learning
- Seven special tracks for the 12th annual conference in Athens, Greece + online 2026

✔ Branch/Track color codes

□□ Color Coding Legend — Knowledge Tree Branch Tracks (iLRN2026)

Code	Track Name
□□	Track 1: Foundations (Computer Science, Game Studies, Learning Sciences)
□□	Track 2: Assessment & Evaluation
□□	Track 3: Galleries, Libraries, Archives & Museums (GLAM)
□□	Track 4: Inclusion, Diversity, Equity, Access & Social Justice (IDEAS)
□□	Track 5: STEM Education
□□	Track 6: Language, Culture & Heritage (LCH)** ← updated from brown
□□	Track 7: Medical & Healthcare Education (MHE)
□□	Track 8: Nature & Environmental Sciences (NES)
⚙	Track 9: Workforce Development & Industry Training (WDIT)
□□	Track 10: Self and Co-Regulated Learning with Immersive Learning Environments (SCILE)
□□	Track 11: XR Literacies (EU Teaching with XR Literacies)
□□	Track 12: XRAI4Edu
□□	Track 13: AI-Empowered Immersive Societies (OpenEU)
□□	Track 14: Immersive Futures for the UN SDGs
□□	Track 15: Immersive Learning Across Latin America
□□	Track 16: Critical Game Literacies

□□	Track 17: OnLIFE Ecologically Connected Immersive Contexts

✔ Immersive Learning Weekly #1 Foundational trunk (Track 1) emphasis

✔ Showcase nomination markings (★)

□□ iLRN Knowledge Tree Showcase Mapping

Scan Nomination Table — Items #1–39 (Updated for Codex, November 26, 2025)

#	Interaction Focus	Knowledge Tree Branch Alignment	Showcase Value
1	MR-native spatial mechanics	□□ Track 1, □□ Track 16	★
2	Street-scale locative reality	□□ Track 1, □□ Track 8, □□ Track 16	★
3	MR onboarding (“First Encounters”)	□□ Track 1, □□ Track 10, □□ Track 11	★
4	CHI body-interaction techniques	□□ Track 1	★
5	VR-enhanced museum engagement	□□ Track 1, □□ Track 3, □□ Track 10	★
6	Narrative-centered learning in VR	□□ Track 1, □□ Track 4, □□ Track 10, □□ Track 16	★
7	Social VR for autism (MHE)	□□ Track 7, □□ Track 10	★
8	Affect & presence via VR horror	□□ Track 1, □□ Track 4, □□ Track 16	★
9	Spatial context-aware MR	□□ Track 1, □□ Track 16	
10	Cross-reality game ecosystems	□□ Track 1, □□ Track 10, □□ Track 16	★
11	Generative AI NPC learning agents	□□ Track 1, □□ Track 12, □□ Track 13, □□ Track 16	★
12	Co-located MR collaboration	□□ Track 1, □□ Track 10	
13	Room-reskinning MR mechanics	□□ Track 1, □□ Track 5, □□ Track 8, □□ Track 16	★
14	AI-adaptive RPG learning	□□ Track 1, □□ Track 12, □□ Track 13, □□ Track 10	★
15	Fuzzy Cognitive Map VR learning	□□ Track 1, □□ Track 5	★

16	Accessible VR for intellectual disabilities	□□ Track 7, □□ Track 4	
17	Embodied AR health exergames	□□ Track 7, □□ Track 10	
18	AR emotional companion agents	□□ Track 1, □□ Track 4, □□ Track 10	★
19	MAR interaction taxonomy	□□ Track 1, □□ Track 11	
20	XR Communities of Practice	□□ Track 1, □□ Track 10, □□ Track 11	★
21	Meta-analysis of gamified VR	□□ Track 1, □□ Track 2, □□ Track 5	
22	Spatial literacy VR reading	□□ Track 6, □□ Track 10, □□ Track 11	
23	Proxemics in MR teamwork	□□ Track 1, ⚙ Track 9, □□ Track 10	
24	AR knowledge workspaces	□□ Track 1, ⚙ Track 9, □□ Track 10	★
25	Body-aware parkour VR	□□ Track 1, □□ Track 7	
26	Immersive museum transformation	□□ Track 3	
27	Global immersive attraction list	□□ Track 3, □□ Track 8, □□ Track 14	★
28	XR theme park edutainment models	□□ Track 3, ⚙ Track 9, □□ Track 14	★
29	Triotech narrative rides	□□ Track 3, □□ Track 16	★
30	The Met VR cultural exhibits	□□ Track 3, □□ Track 6, □□ Track 14	★
31	Multisensory museum design	□□ Track 3, □□ Track 10	
32	UNESCO Virtual Museum (heritage + justice)	□□ Track 4, □□ Track 6, □□ Track 14	★
33	XR in nature wellness & ecologies	□□ Track 8, □□ Track 7, □□ Track 14, □□ Track 17	
34	XR-based critical digital art	□□ Track 4, □□ Track 6, □□ Track 16	★
35	Promisedland hybrid XR workflow	□□ Track 1, □□ Track 3, □□ Track 8, □□ Track 14	★
36	Holo-Artisan adaptive XR museums	□□ Track 1, □□ Track 3, □□ Track 10, □□ Track 13	★
37	Paradox Museum perceptual illusions	□□ Track 3, □□ Track 4	

38	Ghostly Manor interactive projection ride	□□ Track 3, □□ Track 16	★
39	Crystal Bridges outdoor XR playscape	□□ Track 8, □□ Track 17, □□ Track 3	★

□□ Crosswalk Matrix (Tracks & Interaction Types — Updated with □□ for LCH)

Interaction Category	1 Foundations □□	3 GLAM □□	6 LCH □□	7 MHE □□	8 NES □□	10 SCILE □□	14 SDG □□	16 Game Literacies □□
Narrative & Story-Based XR	★	★	★		☆	★	☆	★
Embodied / Physical & Sensory	★	☆		★	★	★	☆	★
Cultural Heritage & Preservation	★	★	★		☆		★	
Spatial Knowledge Work & XR Literacies	★	★	☆		☆	★		
AI-Driven Personalization	★			★		★	★	★
Affective, Emotional, & Social XR	★	☆	★	★	☆	★	☆	★
Workforce & Professional XR	★	☆		★	☆	★	☆	☆
Nature, Ecology, Climate XR	☆		☆		★	☆	★	
Critical Game Design & Mechanics	★					★		★

Legend: ★ Strong match | ☆ Partial match | Blank = minimal alignment

□□ iLRN Codex Placement Recommendations

BookStack › Knowledge Tree › Branch Alignment Tools:

1. Scan Nomination Rubric (with Track Mapping)
2. Interactive Showcase Mapping Table (Items 1–39)
3. Crosswalk Matrix for Reviewers
4. Nomination Template (Form-Ready)
5. Branch Track Metadata Pages (Pages for Tracks 11–17 pending)

NEEDED Resources and Related Pages:

□□ *Tally.so nomination form pre-filled with Track emoji tags*

□□ *Branch Track Profile pages (one per track, with definitions, use cases, and XR relevance patterns)*

□□ *Scan Intelligence Pack PDF version for leadership review*

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