

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*

Revision #3

Created 26 November 2025 20:14:46 by Jonathon Richter

Updated 26 November 2025 20:50:49 by Jonathon Richter