

# About the annual iLRN Conference

Public Codex information about iLRN's annual conference

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# Overview of the iLRN annual conference

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## The iLRN Conference Series

The [Immersive Learning Research Network \(iLRN\) Conference Series](#) is the premier global gathering for scholars, educators, designers, and innovators at the forefront of immersive technologies for learning. Since its inception in 2015, iLRN has convened an international community to explore how extended reality (XR), simulations, games, and other immersive platforms are shaping the future of education, training, and human development.

## A Truly Global Community

Each year, the iLRN Conference brings together participants from across the world—spanning higher education, K-12, industry, cultural institutions, and non-profits. The series alternates between virtual and face-to-face events in diverse global locations, creating opportunities for cross-cultural exchange and collaboration. iLRN conferences have been hosted in cities such as Vienna, Santa Barbara, London, Chicago, and immersive online campuses that model the very technologies under discussion.

## Knowledge Tree Framework

The series is structured around iLRN's **Knowledge Tree**, which connects foundational disciplines—computer science, user experience and game studies, and the learning sciences—to applied “branches” in fields such as medical education, environmental sciences, cultural heritage, workforce training, and social justice. This framework provides rich communities of practice within the network and ensures that every conference program is both rigorous in its research foundations and responsive to real-world application.

## Multimodal and Inclusive

Unlike traditional academic conferences, the iLRN Conference Series is **multimodal by design**. Sessions are held in XR platforms, hybrid online hubs, and in-person venues, enabling participation from a wide spectrum of researchers and practitioners. Opportunities to engage & explore XR & immersive learning experiences are mindfully designed in each modality. The series emphasizes **diversity, equity, and global reach**, spotlighting projects and voices from all regions of the world.

## Impact and Legacy

Through keynotes, scholarly papers, practitioner showcases, and collaborative design events, the conference fosters a culture of **co-creation and innovation**. Outcomes include peer-reviewed proceedings, international collaborations, and the cultivation of standards and competencies for immersive learning. The iLRN Conference Series is the flagship event of iLRN's sustained, evolving ecosystem that connects people, projects, and ideas to shape the future of learning in the 21st century.

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For more information, visit iLRN's ["About the iLRN Conference"](#) page on our website.

# Hosting the iLRN Annual Conference

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## Hosting the iLRN Annual Conference

### Overview & Vision

Hosting the iLRN Annual Conference is a distinguished opportunity to anchor your institution and geographic region as a global leader in immersive learning. Through partnership with iLRN, host sites become springboards for scholarly exchange, design innovation, and elevated institutional visibility. As the backdrop for cutting-edge XR, simulation, and immersive education research, your venue becomes a hub for international collaboration across disciplines and sectors.

### Strategic Benefits for Hosts

- **Global Visibility & Reputation:** Hosting the conference dramatically raises the international profile of your institution within the immersive learning and educational technology communities.
- **Community Building & Networks:** You gain direct access to a global network of researchers, practitioners, and funders in XR and immersive education.
- **Local Capacity & Catalysis:** The conference galvanizes local faculty, students, and partners, stimulating new research and grant proposals.
- **Institutional Leverage:** Hosting can serve as a foundation for long-term partnerships, external sponsorship, and new programmatic initiatives (e.g., labs, centers, curriculum).

### Timing & Format Expectations

- The iLRN conference typically occurs in the **first week of June**, spanning **five days** (Sunday through Thursday). Conference dates have varied by as much as 3 or 4 weeks depending on host availability of the physical accommodations.
- The series alternates between **North America and Europe**, although proposals from other global regions are welcome—provided they can deliver on necessary infrastructure and appeal to the community.

- Past editions have blended in-person and virtual modes (hybrid), adapting to global circumstances and broadening accessibility.

# What We Expect in a Host Proposal

To ensure a successful, high-quality conference, prospective hosts should include the following in their proposal:

## 1. General & Institutional Information

- Preferred years for hosting (ranked).
- City, venue, and host institution(s).
- Academic lead(s) and track record in organizing events of scale.

## 2. Venue & Facilities

- Venue details: meeting rooms, lecture halls, workshop spaces, exhibition areas.
- Technical infrastructure: projectors, sound, networking, Wi-Fi, AV needs.
- Relationship between the venue and the locality (e.g., distance to airport, transportation).

## 3. Accommodations & Logistics

- Lodging options (hotels, dorms, low-cost) with proximity to the venue and negotiated rates.
- Strategies to manage visa, travel, and international participation.
- Import/export considerations (for immersive tech or exhibition materials).

## 4. Outreach, Attendance & Support

- Plans for attracting regional, national, and international attendees.
- Identification of local and institutional support (funding, in-kind contributions).
- Proposed sponsors, partnerships, and promotional strategies.

## 5. Financial Planning & Budget

- A realistic budget: venue, staffing, catering, social events, merchandise, insurance, marketing.
- Revenue projections: registration, sponsorship, exhibitor fees, workshop income.
- Scenario planning with best-case, likely-case, and worst-case figures.

## 6. Local Team & Governance

- Names, roles, and short bios of local organizing team (chairs, logistics leads).
- Proposal for how local and iLRN leadership will coordinate (e.g., an 18-month planning horizon).

## 7. Supporting Materials

- Suggested keynote speakers (regional/regional) with profiles.
- Potential sponsor leads.
- Any additional supporting documents, letters of commitment, or visual plans.

## Process & Timeline

- iLRN solicits proposals **at least two years in advance** of the intended hosting year.
- Once a host is selected, a formal **Partnership Agreement** is executed, defining roles, resources, and shared investment (in-kind, financial, institutional).
- The local host enters into a **co-planning relationship** with iLRN leadership (Steering Committee, General Chairs, Program Chairs) to jointly design the conference.

## Commitments & Expectations for Hosts

- Demonstrated institutional investment—whether via campus support, staff, facilities, or external sponsorships.
- Balanced ownership and partnership: the host must be willing to cede programmatic design to iLRN leadership while providing local resources.
- Responsiveness to global equity and accessibility: hosts must help lower barriers to participation for underrepresented regions.
- Adherence to the standards of scientific rigor, inclusion, and innovation that define the iLRN community.

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For more information and access to host proposal interest and application forms visit [Immersive Learning Research Network Annual Conference page](#)

# Submitting and Chairing a Special Track

Special Track (ST) submissions for the upcoming year start in February (e.g., for iLRN2027 ST submissions open in February 2026). This way, the timeline can be ensured, including interrelated submission and review processes from General Chairs, ST Chairs, ST PC members/reviewers and Academic / iLEAD Program Chairs.

## Submission information

Academic communities wishing to cater to other topics are welcome to propose a special track by submitting a Special Track proposal at the following URL: <https://tally.so/r/w824qz> no later than **July 31, 2025**, with a short description, rationale for immersive learning, and its program committee following the [Special Tracks Template](#). (submissions are closed)

## iLRN2025 Accepted Special Tracks

We received a record number of submissions this year and accepted these seven special tracks. Shortly, information on the special tracks will be added.

**Special Track 1.** Teaching with XR Literacies: Empowering Educators through EU Projects' Frameworks [[more information](#)]

**Special Track 2.** XRAI4Edu [[more information](#)]

**Special Track 3.** OpenEU Pathways to Immersive Societies: AI-Empowered Learning Ecosystems for Digital Education [[more information](#)]

**Special Track 4.** Immersive Futures for a Sustainable World: Advancing the UN SDGs Through XR Learning [[more information](#)]

**Special Track 5.** Immersive learning across Latin America: state of research, use cases and projects [[more information](#)]

**Special Track 6.** Critical Game Literacies in Immersive Learning: Co-Creation, Play, and Digital Expression [[more information](#)]

**Special Track 7.** OnLIFE Education Paradigm in Ecologically Connected Immersive Contexts [[more information](#)]

# Review process information

iLRN uses the EasyChair platform for the review process. In your Special Track submission, you must include the email addresses of all ST Chairs which should be used for invitations to EasyChair. Please make sure to include correct email addresses.

## Overview

As a Special Track Chair, you are responsible for overseeing the submission, review, and coordination process for all papers in your assigned track. You act both as reviewer and coordinator, ensuring high-quality, topic-relevant submissions and smooth communication with the Academic Program Chairs.

Each Special Track typically includes:

- **Academic Stream:** Full Papers, Short Papers, Extended Abstracts
- **iLEAD Stream:** Practice-focused oral presentations and papers

## Responsibilities Summary

This summary includes dates for the timeline of the iLRN2026 conference. It will be updated for future conferences.

### 1. Before Review Assignment

- **Accept the EasyChair Invitation:**  
You must accept your invitation as a Program Committee (PC) member in EasyChair to gain access to submissions.
- **Stimulate Submissions (optional):**  
Encourage additional submissions before the extended deadline using the provided promotional materials (e.g., LinkedIn posts).

#### 📅 Important Dates:

- **Submission deadline (final extension):** October 26, 2025
- **Pre-screening by Academic Chairs finalised:** November 5, 2025
- **Reviewer assignments:** November 7, 2025

### 2. During the Review Phase

#### Review Assignment

Once pre-screening is completed by the Program Chairs, all Special Track Chairs are added as reviewers for all submissions in their track.

Each paper will have:

- 3 reviews total (at least 1 by a Track Chair)
- 1 designated **Leading Reviewer** (a Track Chair)

## Ordinary Reviews

Each submission must have **3 independent reviews**, which may include:

- 1 - 3 Track Chairs (usually including the Leading Reviewer)
- up to 2 external reviewers (invited PC members), if there are more submissions than can be handled by the ST chairs

### Tasks for Chairs:

- Coordinate among chairs to distribute reviews evenly.
- Review assigned papers using the EasyChair review form.
- Check for fit with the Special Track's theme.

☐ **Deadline for Ordinary Reviews:** November 30, 2025

## 3. Meta-Review Phase

### Role of the Leading Reviewer

The Leading Reviewer:

- Submits their ordinary review **before** gaining access to others' reviews.
- After all reviews are in, writes a **meta-review** summarizing all reviews and recommending "accept" or "reject." (see <https://codex.immersivelrn.org/books/instructions-for-reviewers/page/meta-reviews-for-leading-reviewers>)
- Should write the meta-review in a tone suitable for sharing with authors.

If preferred, chairs can request to change who serves as the Leading Reviewer for a specific paper with [jule@immersivelrn.org](mailto:jule@immersivelrn.org).

☐ **Deadline for Meta-Reviews:** December 5, 2025 (if you need more time, please let us know)

## 4. Decision and Notification

- Final acceptance decisions are made by the Academic Program Chairs, considering your recommendations, review quality, and program space.
- The meta review text will be sent out to authors in addition to the independent ordinary reviews, but the recommendation decision will not. If there are good reasons to not send out the meta review text, please add this information in the confidential feedback.
- Chairs may be contacted to clarify or discuss specific papers.

## 5. iLEAD Stream Promotion (Ongoing)

- The iLEAD submission deadline is in **January 2026**.
- Continue promoting your Special Track for the iLEAD stream after Academic submissions close.
- Repost official iLRN social media announcements highlighting your track.

Phase	Task	Responsible	Deadline
<b>Pre-Submission</b>	Accept EasyChair invitation	ST Chairs	
	Promote submissions	ST Chairs	Until Oct 26, 2025
<b>Submission Period</b>	Monitor incoming submissions	Academic Program Chairs	Oct 26-30, 2025
<b>Pre-Screening</b>	Topic fit, formatting, plagiarism checks	Academic Program Chairs	Until Nov 5, 2025
<b>Review Assignment</b>	Papers assigned to Track Chairs	SQAO	By Nov 7, 2025
<b>Ordinary Reviews</b>	3 reviews per paper	ST Chairs + External Reviewers	Nov 30, 2025
<b>Meta-Reviews</b>	Write summary and recommendation	Leading Reviewer	Dec 5, 2025
<b>Final Decisions</b>	Program Chairs finalize accept/reject	Academic Program Chairs	Dec 15, 2025
<b>iLEAD Promotion</b>	Advertise iLEAD track	ST Chairs	Until Jan 2026
<b>iLEAD review timeline tba</b>			

## Definitions

### Leading Reviewer

A designated reviewer (typically a Track Chair) who:

- Submits an ordinary review first
- Also writes a final meta-review
- Cannot view other reviews until their own is submitted

## Ordinary Reviewer

A reviewer who submits a standard review using the EasyChair form and does not write a meta-review.

# Contact

- **iLRN2026 General Chairs (Special Track submission and decision phase):** Tassos Anastasios Mikropoulos, George Koutromanos, Daphne Economou, Stylianos Mystakidis  
[ilrn2026.generalchairs@immersivelrn.org](mailto:ilrn2026.generalchairs@immersivelrn.org)
- **iLRN2026 Academic Program Chairs (Paper submission and review phase):** Stavros Nikou, Tharrenos Bratitsis and Genevieve Smith-Nunes,  
[ilrn2026.academicprogram@immersivelrn.org](mailto:ilrn2026.academicprogram@immersivelrn.org)
- **Scientific Quality Assurance Officer:** Jule Krüger, [jule@immersivelrn.org](mailto:jule@immersivelrn.org)
- **Platform:** EasyChair <https://easychair.org/conferences?conf=ilrn2026>

# Designing Immersive Convenings at iLRN

## Exploratory, Participatory, and Place-Aware Conferences and Events

This page articulates iLRN's shared framework for designing conferences and network events as immersive learning experiences—integrating a T-shaped immersive model, a seasonal engagement rhythm, and a commitment to intentional, participatory experience design.

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### Purpose and Scope

This page serves as a **design charter** for how the Immersive Learning Research Network (iLRN) conceives, plans, and evaluates its conferences and other convenings.

Rather than treating events as isolated moments of presentation or dissemination, iLRN understands conferences, meetups, and network activities as **immersive learning experiences**: exploratory, participatory, and situated in local and cultural context. These experiences are designed intentionally over time, across modalities, and with explicit attention to authors, planners, and designers needs for creating quality participant experience and impact.

This page establishes the **shared logic and commitments** that guide those designs. Detailed operational models are documented in linked Codex pages.

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### Core Commitment

iLRN commits to designing its conferences and events as **immersive experiences**, not merely as schedules of talks.

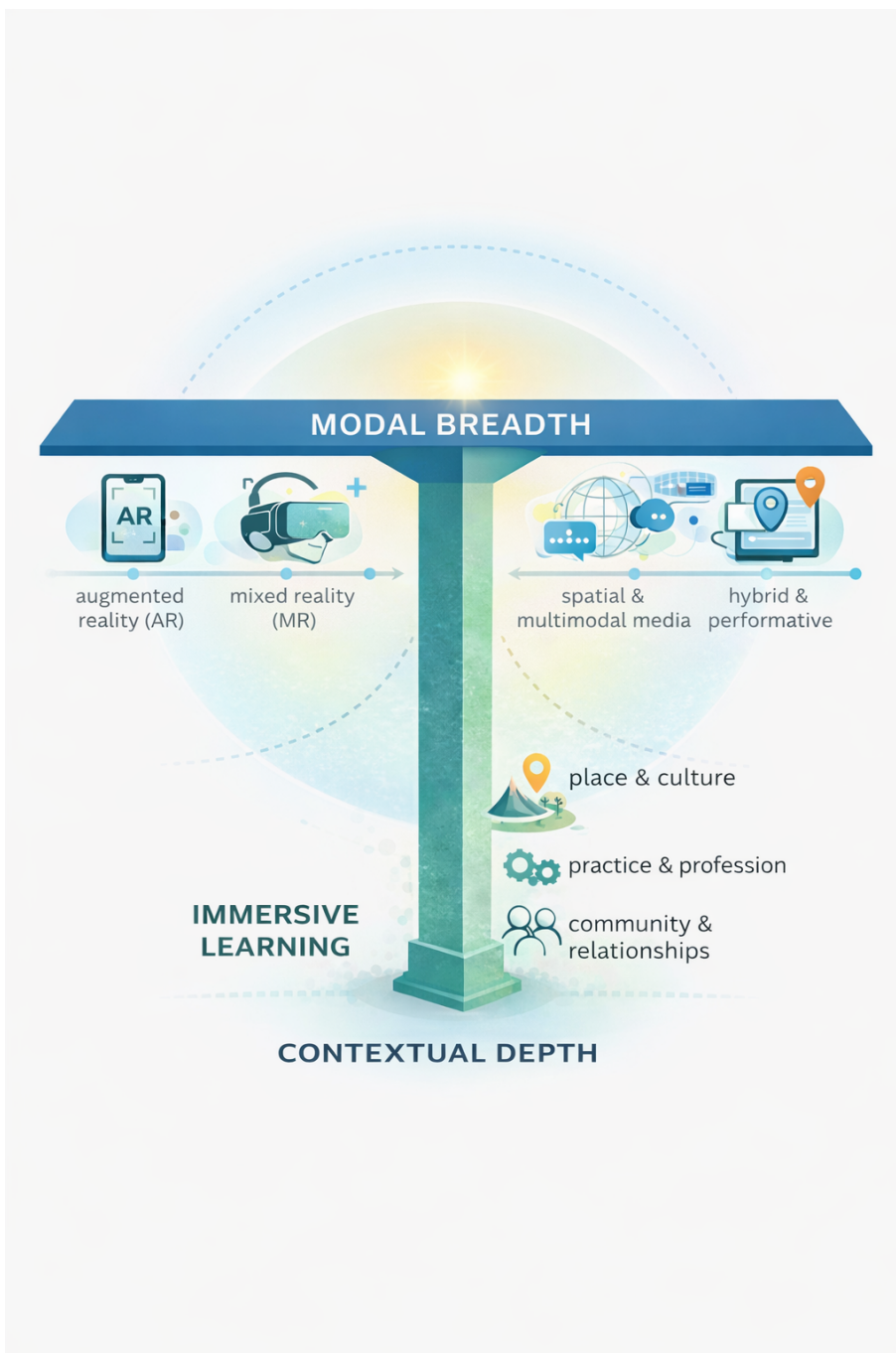
This means:

- experiences are **exploratory**, not only consumptive;
- participation is **active and dialogic**, not passive;
- local context, culture, and place matter;

- and impact is something to be **co-created and reflected upon**, not assumed.

# The iLRN T-Shaped Model for Maximizing Immersive Learning Capabilities

iLRN uses a **T-shaped immersive model** to guide the design of conferences and events.



# Legend: Interpreting iLRN's T-Shaped Immersion Model

## (1) Horizontal (Modal Breadth).

iLRN conferences intentionally span **Milgram's Reality-Virtuality Continuum**, integrating a range of hardware- and software-mediated experiences—from augmented and mixed reality to fully virtual environments and even non-digital forms of immersion. This breadth allows participants to explore the diverse immersive learning possibilities enabled by computer science, interaction design, and related technical domains. In order to create healthy community dialogue, iLRN seeks to provide participants with the wide range of designed immersive experiences currently employed for learning and training, worldwide.

Across iLRN convenings, participants encounter a **broad spectrum of immersive modalities**, including (but not limited to):

- augmented, mixed, and virtual reality
- spatial and multimodal media
- hybrid physical-digital formats
- embodied, dialogic, and performative practices

This horizontal dimension ensures accessibility, inclusivity, and exposure to the diversity of immersive learning approaches in the field. This happens best by planning and co-design.

## (2) Vertical (Contextual Depth).

At the same time, iLRN convenings are designed to deepen engagement with the **local host context**. Events draw upon the place, people, cultures, practices, and relationships of the host community, ensuring that immersion is not only technological, but also social, cultural, and situational.

The vertical dimension represents **deep immersion in local context**, including:

- place, culture, and environment (including local game studios, cultural landmarks, food, music, arcades and attractions)
- disciplinary and professional practice
- community relationships and histories

At conferences, this depth is expressed through local partnerships, place-based programming, and intentional engagement with the host context.

Together, these dimensions support immersive learning experiences that are both **technically expansive** and **meaningfully grounded**. Together, the horizontal and vertical dimensions ensure that iLRN convenings are both **broadly exploratory** and **deeply grounded**.

*[\[A dedicated Codex page elaborates this model in detail.\]](#)*

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# The Seasonal Timeline of iLRN Convenings

iLRN designs its conferences and events within a **seasonal rhythm**, recognizing that immersion unfolds over and across time rather than at a single moment. Immersion, as a function of attention, is best built over time and orchestrated with "seasons" allowing competing kinds of attention and perspectives to be woven together.

## The iLRN Year

iLRN's official annual cycle begins on **September 1**. The rhythm of convening, however, includes a **pre-season buildup**, the conference peak, and post-event synthesis. Conference hosts do work up to THREE YEARS in advance of planning and collaboration with iLRN's Steering Committee and Executive Team - announcing their intent to host usually in the Springtime during the Year BEFORE the calendar year of their conference. This allows conference attendees to discuss, plan and collaborate on future conferences while attending the present one.

## Seasonal Engagement Logic

Across the year, different audiences engage with iLRN at different moments, including:

- prospective academic authors and reviewers
- practitioners and designers
- futures and innovation communities
- industry and institutional partners
- local and regional chapters

Each season emphasizes different forms of participation—calls, preparation, dialogue, experimentation, convening, reflection, and publication—while remaining connected to the same overarching design intent.

## Committee-Governed Timelines

Each conference or major event operates with its own **committee-governed timeline** nested within the broader seasonal rhythm. These timelines align:

- scholarly review and publication cycles,
- program development and curation,
- community engagement and outreach,
- and post-event synthesis and dissemination.

This layered approach allows iLRN to remain both **globally coherent** and **locally adaptive**.

[A dedicated Codex page documents the seasonal model and its typical phases.]

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# Conferences and Events as Immersive Experiences

iLRN explicitly treats conferences and events as **designed immersive experiences**, with **participant experience considered a core deliverable**.

## Intentional Experience Design

Organizing Committees are expected to approach convenings with the same care given to immersive learning design, including:

- clear experiential goals,
- intentional flows across sessions and spaces,
- attention to transitions, pacing, and social dynamics,
- and coherence across physical, virtual, and hybrid environments.

## UX-Informed Budgeting (with Boundaries)

Experience design is reflected in **budgeting decisions**, within responsible and transparent constraints. Investments are considered not only in terms of cost efficiency, but in terms of:

- participant engagement and accessibility,
- quality of interaction and dialogue,
- technical reliability and inclusivity,
- and the overall integrity of the immersive experience.

This does not imply extravagance. It implies **intentionality**.

## Co-Creating and Measuring Impact

iLRN convenings are designed to **co-create impact** with participants rather than merely deliver content. Organizing Committees are encouraged to:

- articulate intended forms of impact,
- design mechanisms for participation and contribution,
- and reflect on outcomes through synthesis, documentation, and shared learning.

Impact may be scholarly, professional, community-based, or field-shaping—and is understood as something that emerges through collective engagement.

*[A dedicated Codex page elaborates this commitment and provides guidance for Organizing Committees.]*

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## How These Elements Work Together

The T-shaped model, seasonal timeline, and immersive experience commitment are **complementary lenses**, not separate initiatives:

- the **T-shaped model** guides *what kinds of immersion* are designed,
- the **seasonal timeline** guides *when and how engagement unfolds*,
- and the **immersive experience commitment** guides *how events are shaped, resourced, and evaluated*.

Together, they form a coherent framework for iLRN convenings as **learning ecosystems in motion**.

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## Status and Evolution

This framework is a **living design charter**. As iLRN's practices, technologies, and communities evolve, these models may be refined. Changes will be documented through the Codex as part of iLRN's ongoing design-based organizational learning.

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## Linked Codex Pages

- [The iLRN T-Shaped Model for Immersive Learning](#)
  - [The iLRN Seasonal Timeline for Conferences and Programs](#)
  - [Designing Conferences and Events as Immersive Experiences](#)
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## Suggested Citation

Immersive Learning Research Network. *Designing Immersive Convenings at iLRN: Exploratory, Participatory, and Place-Aware Conferences and Events*. iLRN Codex. Public edition.

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# Codex Colophon

This page is part of the **iLRN Codex**, a living knowledge base supporting shared understanding, quality assurance, and continuity across the Immersive Learning Research Network. Codex entries reflect evolving practice and are intended to support transparent, reflective, and ethical field development.

# The T-Shaped Model for Immersive Learning at iLRN events

A design framework for iLRN conferences and events as immersive experiences

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## Codex Header

### Codex Shelf / Book / Page (suggested):

- **Shelf:** Annual Conference Series
- **Book:** About the Annual iLRN Conference
- **Page:** The T-Shaped Model for Immersive Learning at iLRN events

**Maintainer:** iLRN Executive Team (CEO office)

**Primary Use:** Conference and event design, program planning, experience curation, sponsor/partner alignment

**Status:** Active framework (living document)

**Last Updated:** 2026-02-04

**Keywords / Tags:** t-shaped model conference experience design hybrid Milgram continuum XR modalities place-based learning local host integration knowledge tree innovation garden futures lighthouse iLEAD

### One-Sentence Abstract:

The iLRN T-Shaped Model is a practical design framework for conferences and events that (1) ensures **modal breadth** across the reality-virtuality continuum and (2) achieves **contextual depth** through authentic engagement with local place, culture, people, and relationships—while remaining aligned with iLRN’s ecosystem triad: the **Knowledge Tree**, **Innovation Garden (iLEAD)**, and **Futures Lighthouse**.

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## Designing immersive learning scope & depth for our iLRN annual Conference

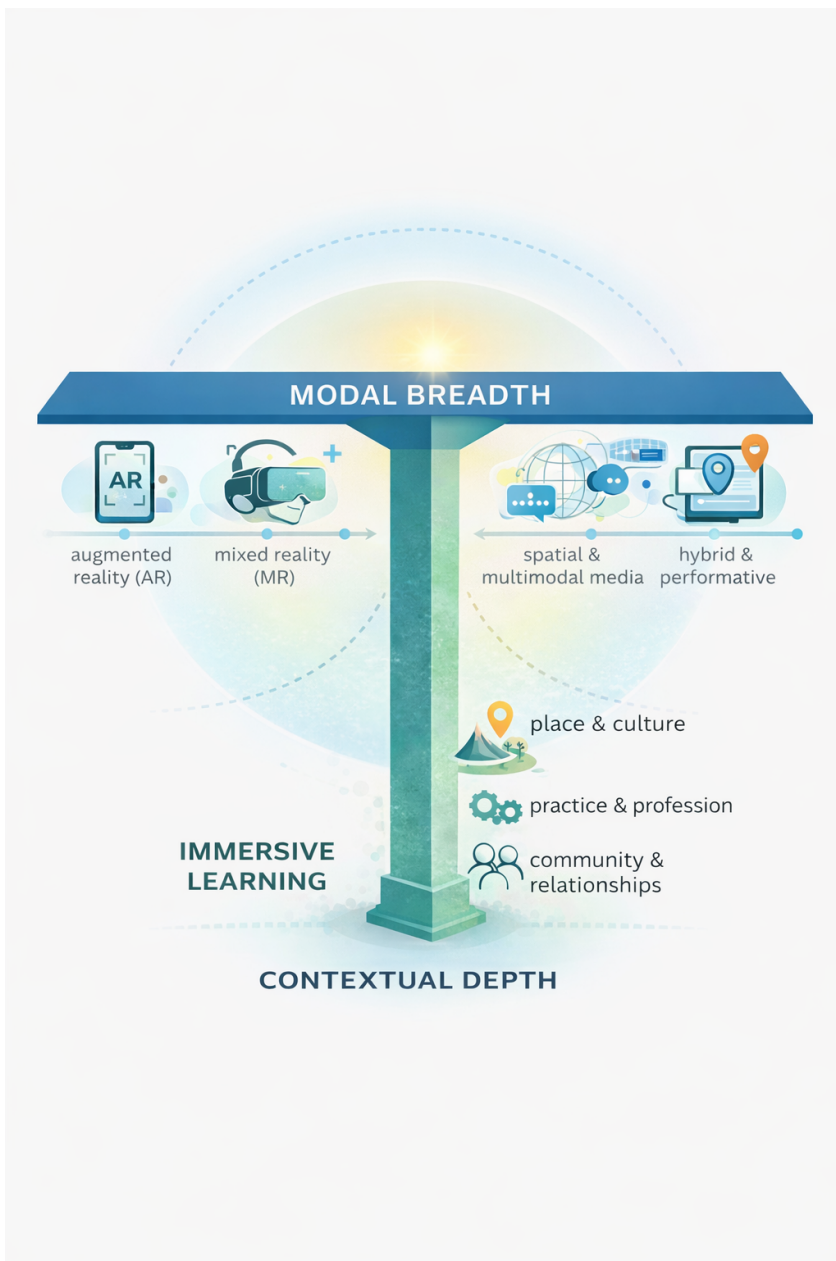
iLRN conferences are not simply venues for presenting work; they are themselves **designed immersive experiences**. This helps our emerging field share common experiences with immersive learning experiences and host dialogue within and about them. The T-Shaped Model is intended to prevent two common failure modes:

1. **Modality narrowness:** a conference becomes “VR-only,” “talks-only,” or “Zoom-only,” inadvertently shrinking the field’s perceived scope and excluding participants with different access realities. We emphasize the variation.
2. **Placelessness:** a conference can be physically hosted in a city (or “online”) yet feel interchangeable—missing the social, cultural, ecological, and relational specificity that makes immersive learning meaningful and ethical.

The T shape expresses a balanced commitment:

- **Horizontal:** a curated spectrum of immersive modalities and participation formats.
  - **Vertical:** a deep dive into the host context—its local expertise, communities, ecosystems, histories, and lived realities.
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## The T-Shaped Model at a glance



- **Horizontal = Modal Breadth (Milgram Reality-Virtuality Continuum):** design the program so participants experience a range from **AR → MR → VR**, plus non-XR situated modalities, to represent the breadth of immersive learning practice and research.
- **Vertical = Contextual Depth (Local Host Realm):** design intentional immersion into the **location, culture, people, and relationships** of the host context, creating authentic situated learning and community continuity.

*(Note: This legend is intentionally operational; it is meant to guide planning decisions, not merely label concepts.)*

## Horizontal Dimension: Modal Breadth

**Goal:** Build an intentionally varied program across modalities so participants encounter the *range* of immersive learning—technically, pedagogically, and artistically.

**Anchor concept: Milgram’s Reality-Virtuality Continuum** (often referenced informally as “Milgram’s Spectrum”) spanning:

- Physical/real environments and field experiences
- Augmented Reality (AR)
- Mixed Reality (MR) / Augmented Virtuality
- Virtual Reality (VR)
- Fully virtual environments and simulations

**What “breadth” looks like at iLRN:**

- Sessions that cover multiple “levels” of immersion, from low-tech situated activities to high-end XR
- Multiple participation pathways (in-person, online, hybrid synchronous, hybrid asynchronous)
- A balanced mix of **research, practice (iLEAD: Immersive Learning, Education, Arts, and Design)**, and **futures/strategy** programming

## Vertical Dimension: Contextual Depth

**Goal:** Create meaningful immersion in the **local host realm**—not as tourism, but as situated learning, relationship-building, and ethical engagement.

**Depth emphasizes:**

- Place and ecology (land, water, climate, built environment, local challenges)
- Culture and history (including contested narratives, heritage, and living traditions)
- People and relationships (local universities, schools, communities of practice, artists, industry, civic partners)
- Stewardship and reciprocity (what iLRN gives back; what continues after we leave)

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## Mapping the T-Shape onto iLRN’s Ecosystem Triad

The T-Shaped Model does **not** collapse iLRN’s ecosystem into a single metaphor. It functions as an integrating lens that helps each ecosystem component contribute coherently to conference design.

# Knowledge Tree — Evidence, theory, disciplines, and scholarly rigor

## Primary contribution to the T:

- Ensures the **horizontal breadth** reflects the full field (computer science, learning sciences, game studies/UX, and the branch houses) rather than a single technical trend.
- Anchors the conference in publishable scholarship, methods, and peer-reviewed quality.  
**T-Shape implication:** The Knowledge Tree helps prevent “modality breadth” from becoming a random assortment; it becomes a curated representation of disciplinary scope and quality.

# Innovation Garden (iLEAD) — Practice, demonstration, arts, and design craft

## Primary contribution to the T:

- Makes “breadth” tangible through **hands-on demos, studios, exhibits, performances, design showcases**, and applied workshops.
- Supports industry/product demos when they are structured as **learning-oriented demonstrations** (with clear educational value, transparency, and appropriate governance boundaries).  
**T-Shape implication:** The Innovation Garden ensures participants can *experience* immersive learning, not only hear about it.

# Futures Lantern — Scanning, scenarios, anticipatory governance

## Primary contribution to the T:

- Frames breadth and depth against emerging trajectories: AI, XR infrastructure, access, ethics, regulation, workforce shifts, global patterns.
  - Helps the vertical “local immersion” connect to planetary-scale challenges and long-range responsibilities.  
**T-Shape implication:** The Immersive Futures' Lantern prevents the conference from being only retrospective (what we did) by sustaining forward motion (what we should prepare for).
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# How to use the T-Shaped Model in conference planning

## 1) Program architecture (committee-level)

Use the T as a planning rubric during program assembly:

- **Breadth checks (horizontal):**

- Do we have meaningful representation across AR/MR/VR and non-XR immersive modalities?
- Do we have diversity across research, education practice, arts, and design craft (iLEAD)?
- Do we have multiple access pathways (hybrid realities, time zones, asynchronous options)?

- **Depth checks (vertical):**

- What program elements *could only happen here* (or with this host community)?
- Where do local partners lead, not merely appear?
- What is the reciprocity plan—what remains valuable to the host community after iLRN?

## 2) Session and experience design (track-level)

Encourage each track/house to contribute both:

- a **modal offering** (showcase something on the continuum) and
- a **place-rooted offering** (a hosted experience, guided walk, local case study, community panel, site-based design challenge).

## 3) Participant experience journey (attendee-level)

Design “journeys” so attendees naturally traverse the T:

- A participant can sample modalities across the week (horizontal)
  - And still “go deep” in at least one local immersion thread (vertical)
- This is especially important in hybrid formats, where online attendees can otherwise become second-class participants.
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# Seasonal timeline fit (iLRN year begins September 1)

The T-Shaped Model is particularly useful as a **seasonal rhythm** rather than a one-time plan.

## Pre-Season (build-up to September 1)

**Objective:** Establish the conditions for breadth and depth.

- Identify local host partners, cultural advisors, and place-based anchors early
- Run “modal breadth” audits on proposed program content
- Establish hybrid access principles and minimum experience standards

## In-Season (September 1 through the conference cycle)

**Objective:** Operationalize the T in committee timelines.

- Each committee maintains a visible “T checklist” in their workflow
- Program curation ensures breadth; local chair and partners drive depth
- iLEAD programming is treated as a core pillar, not an add-on
- Futures programming remains threaded throughout, not siloed

## Post-Season (after the conference)

**Objective:** Harvest learning and steward continuity.

- Publish reflective artifacts mapped to the T
  - Document host reciprocity outcomes
  - Convert “depth experiences” into reusable patterns and playbooks in the Codex
  - Feed futures insights into the next cycle’s scanning and workshop cards
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## Quality standards and governance signals

To keep the T-Shape from becoming aspirational branding, iLRN uses it as a **governable design constraint**:

- **Minimum breadth standard:** conferences should intentionally represent multiple points along the reality-virtuality continuum and multiple participation modes.
  - **Minimum depth standard:** conferences should include hosted experiences that engage local context in ways that are authentic, ethical, and co-led with local partners.
  - **Documentation standard:** each conference should produce at least one Codex entry that:
    1. maps experiences onto the T, and
    2. records what worked, what failed, and what should be revised.
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# Tensions, risks, and constructive dissent

**Opinion (explicit):** The T-Shaped Model will only improve iLRN's quality if you treat it as a constraint that forces trade-offs, not as a slogan that increases scope.

Key tensions to watch:

1. **Breadth vs. coherence:** More modalities can dilute narrative unity. Without curation, "breadth" becomes a buffet rather than a designed experience.
  2. **Depth vs. tokenism:** "Local culture" can become performative if it is inserted late or framed as entertainment rather than co-led, reciprocal engagement.
  3. **Hybrid inequity:** Breadth can unintentionally privilege those with high-end hardware and travel budgets unless access pathways are deliberately designed.
  4. **Operational load:** Depth requires real relationship work; it cannot be produced by scheduling alone. If under-resourced, it collapses into generic social events.
  5. **Governance clarity:** iLEAD product demonstrations, sponsor involvement, and experiential showcases require explicit boundaries so the conference remains educational, transparent, and values-aligned.
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## Practical checklist (paste into committee docs)

### Breadth (Horizontal)



Program includes experiences spanning multiple points on the Milgram continuum



Clear representation of iLEAD practice: Education, Arts, Design



Multiple participation formats supported (in-person, online, hybrid)



Hardware access realities considered (loaners, low-tech alternatives, recordings, asynchronous options)

## Depth (Vertical)



At least one signature experience co-led with local partners



Local context is present in more than one moment (threaded, not isolated)



Reciprocity plan documented (what iLRN contributes back)



Ethical considerations reviewed (representation, consent, cultural protocols)

## Ecosystem coherence



Knowledge Tree: scholarship and disciplinary coverage are visible



Innovation Garden: hands-on experiences and showcases are core



Futures Lighthouse: anticipatory threads are integrated across the program

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## Suggested citation

**Immersive Learning Research Network (iLRN).** (2026). *The iLRN T-Shaped Model for Immersive Learning: A design framework for conferences and events as immersive experiences.* iLRN Codex.

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# Related Codex pages (recommended links)

- Designing Immersive Convenings at iLRN (parent page)
  - iLRN Ecosystem Triad: Knowledge Tree, Innovation Garden (iLEAD), Futures Lighthouse
  - Hybrid Stack Rollout Plan (Seasonal timeline integration)
  - iLEAD scope and governance boundaries (including product demonstrations)
  - Conference experience standards (minimum viable immersion for hybrid equity)
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## Codex colophon

This Codex page is a living artifact maintained by iLRN. It is intended for operational use in planning and governance. Revisions should preserve a changelog, note the rationale for changes, and record any downstream impacts on conference policy, review processes, and participant experience standards.