

Book 2: Evaluation, Evidence & Learning Design Patterns

Purpose

This book captures patterns that shape how immersive learning is designed, evaluated, and justified as an educational practice and research domain.

It addresses recurring challenges in aligning learning goals, experience design, assessment, and evidence—especially where immersive, experiential, or performance-based learning does not fit traditional evaluation models.

What Belongs Here

- Design-based research and iterative evaluation patterns
- Assessment and validity patterns for immersive learning
- Performance, readiness, and transfer-focused designs
- Alignment patterns between learning goals, experience, and evidence
- Replication and comparability patterns

What Does Not Belong Here

- Full literature reviews or theory primers
- One-off study reports without abstraction
- General instructional design guides

Early Anchor Pattern

- *Evidence-Light vs. Evidence-Linked Immersive Design*