Knowledge Tree

The **iLRN Knowledge Tree** is the foundation of our network ecosystem. It provides a shared framework for understanding immersive learning as a scientific, professional, and human endeavor. Like a living tree, it connects **roots (foundations)**, a **trunk (core disciplines)**, and **branches (applications)** into a coherent whole.

? Roots: Foundations of Immersive Learning

At its base, the Knowledge Tree is nourished by foundational disciplines:

- **Computer Science**: Technologies, systems, and architectures that make immersive learning possible.
- **Game Studies & User Experience**: Design principles and interaction patterns that create engaging, meaningful environments.
- **Learning Sciences**: Theories, methods, and practices that explain how people learn and how environments can best support them.

These roots ground the field in rigor, research, and interdisciplinary collaboration.

? Trunk: The Core of Our Discipline

The trunk represents immersive learning as an emerging discipline in its own right.

- It is the **structural connector** between roots and branches.
- It embodies iLRN’s role as a scholarly and professional association.
- It supports the growth of a **shared identity** for immersive learning professionals worldwide.

Through the trunk, the network cultivates coherence and stability while remaining open to growth.

? Branches: Application Areas

From the trunk grow diverse branches that represent immersive learning in practice. These include:

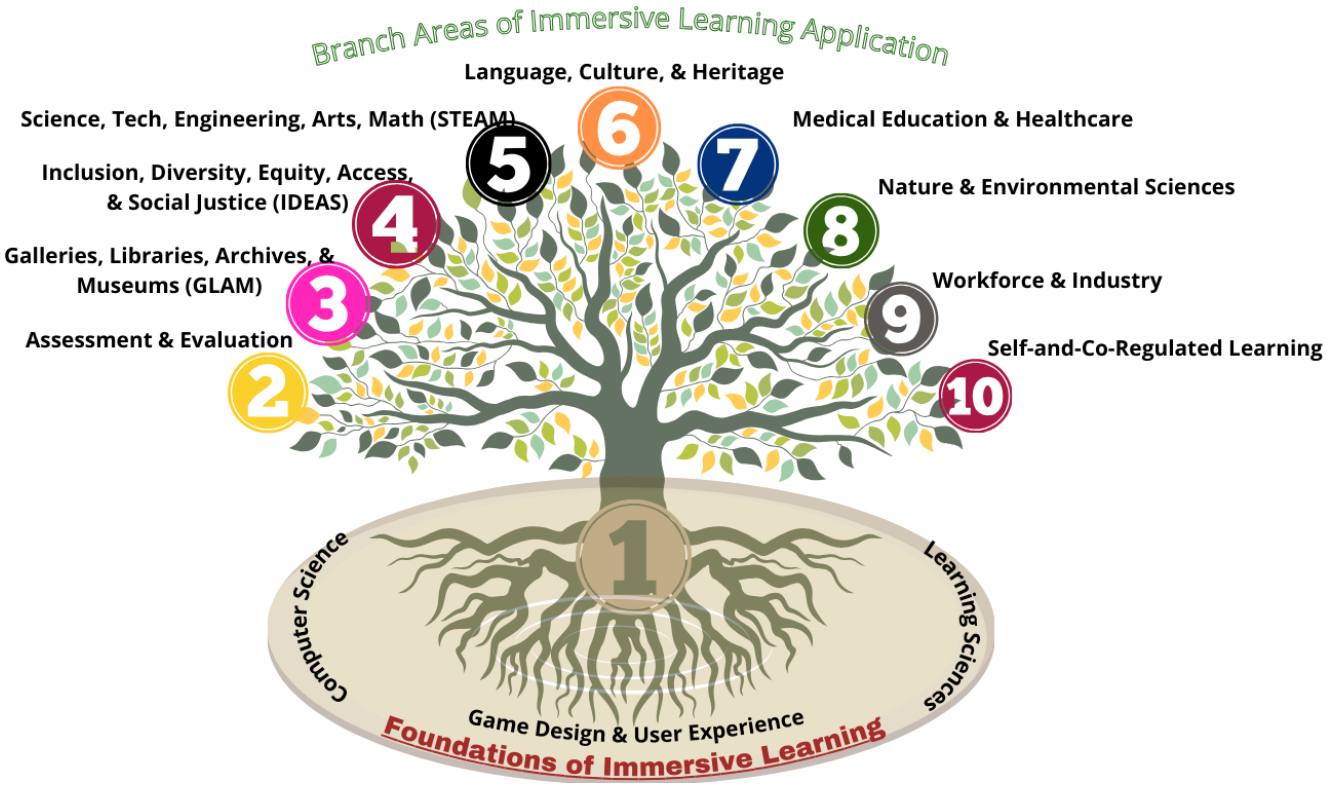
- **Assessment & Evaluation (A&E)**
- **Galleries, Libraries, Archives & Museums (GLAM)**
- **Inclusion, Diversity, Equity, Access & Social Justice (IDEAS)**
- **STEM Education**
- **Language, Culture & Heritage (LCH)**
- **Medical & Healthcare Education (MHE)**
- **Nature & Environmental Sciences (NES)**
- **Workforce Development & Industry Training (WDIT)**
- **Self and Co-Regulated Learning (SCILE)**

Each branch is a space where scholars, practitioners, and communities collaborate, innovate, and apply immersive learning to specific human contexts.

? The Whole Tree: A Network of Knowledge

The Knowledge Tree is more than a metaphor—it is:

- A **map of the field**: showing connections between theory, design, and practice.
- A **community structure**: organizing Special Tracks, Chapters, and working groups.
- A **living system**: adapting as new branches grow and old ones are pruned or grafted.



? How We Use the Knowledge Tree

- As a **framework** for conference tracks, scholarship, and professional activities.
- As a **navigation system** for the iLRN Codex and Virtual Campus.
- As a **communication tool** to explain immersive learning to external audiences.
- As a **vision anchor** that reminds us of our roots, trunk, and branches in every initiative.

? Principle

The Knowledge Tree reminds us that immersive learning is not one field but many, connected through shared roots and branching applications. By nurturing the whole tree, iLRN fosters a thriving ecosystem where immersive learning can flourish and serve humanity.

Revision #3
Created 21 September 2025 00:42:57 by Jonathon Richter
Updated 21 September 2025 18:47:39 by Jonathon Richter