The iLRN ecosystem of immersive learning

? The Knowledge Tree

Roots, Trunk, Branches

- **Roots**: Foundations — Computer Science, Game Studies/UX, Learning Sciences
- **Trunk**: The emerging discipline of immersive learning
- **Branches**: Applications across education, culture, health, environment, workforce, and society
  □□ *Provides structure, coherence, and a shared map of the field.*

? The Innovation Garden

Plots, Soil, Seasons

- **Soil**: Design-Based Research enriched with Constructive Alignment, Critical Design, Agile methods
- **Two Plots**:
  - Educators implementing immersive learning experiences
  - Designers creating high-quality immersive environments
- **Seasons**: Seeds → Growth → Bloom → Renewal
  □□ *Cultivates creativity, experimentation, and iterative growth.*

?? The Immersive Futures Searchlight & Lighthouse

Scan and Guide

- **Searchlight**: Sweeps the horizon for emerging technologies, trends, and signals
- **Lighthouse**: Provides steady guidance, ethical orientation, and strategic direction

- **Cycle**: Scan → Sense-Make → Guide → Act
  □□ *Equips the network to navigate uncertainty and shape preferable futures.*

? Together

- The **Knowledge Tree** gives us identity and structure grounded in evidence, reaching for the sky.
- The **Innovation Garden** gives us creativity and growth planted in co-design.
- The **Searchlight & Lighthouse** give us foresight and direction.

Together, they form iLRN's **ecosystem of immersive learning**: rooted in knowledge, thriving in innovation, and guided by futures thinking—all in service of improving humanity and our world.

Revision #1
Created 21 September 2025 18:43:49 by Jonathon Richter
Updated 21 September 2025 18:45:37 by Jonathon Richter