

# 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.*
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## ? 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.*
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## ?? 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.*

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# ? 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.

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Revision #1

Created 21 September 2025 18:43:49 by Jonathon Richter

Updated 21 September 2025 18:45:37 by Jonathon Richter