About the iLRN Virtual Labs

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The virtual research laboratories are prinicipally **FrameVR-based environments** integrated within iLRN's virtual campus infrastructure. These immersive 3D spaces are specifically designed to support educational technology research using extended reality (XR) technologies including virtual reality (VR), augmented reality (AR), and mixed reality (MR).

[image below will be Virtual Lab Map similar to below]

iLRN 2025.png

Key Features:

- **Multiple laboratory environments** within the FrameVR (and other) platform to accommodate different research needs
- **Comprehensive researcher support services** to ensure high-quality research outputs and publications
- **Dual functionality** - serving both as research tools for conducting studies and as subjects of investigation themselves
- **iLRN methodology alignment** ensuring compatibility with international immersive learning research standards

Research Capabilities:

- Supports investigation into the educational effectiveness of immersive technologies
- Enables studies on X skills development through 3D virtual game immersion
- Facilitates research on cognitive, affective, and skills outcomes in virtual environments
- Provides infrastructure for examining virtual environment affordances in educational contexts

iLRN labs essentially create a dedicated research ecosystem where scholars can rigorously investigate immersive learning while contributing to the broader understanding of XR technologies in education.

Link to Virtual Lab (FrameVR)

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