

iLRN Virtual Lab Member Application & Agreement

iLRN Labs Access Application Protocol (draft)

Application Overview

The Immersive Learning Research Network (iLRN) Virtual Research Laboratory provides researchers with access to FrameVR-based virtual research environments and portal connectivity to complementary XR tools. This application protocol ensures responsible, ethical, and high-quality research whilst supporting the collaborative, volunteer-led mission of the iLRN community.

Application Process Structure

Stage 1: Initial Application Submission

- Timeline: Applications accepted on a rolling basis
- Review Period: 2-6 weeks from submission
- Format: Online application form with supporting documents

Stage 2: Peer Review Process

- Community Review: Application reviewed by iLRN research committee
- Technical Assessment: Platform requirements and feasibility evaluation
- Ethics Review: Ethical implications assessment (with referral to institutional IRB if required)

Stage 3: Decision and Onboarding

- Notification: Applicants notified within 48 hours of decision
- Access Provisioning: Laboratory access granted within 5 working days
- Orientation: Mandatory virtual orientation session for approved researchers

Research Application Questions

Section A: Researcher Information and Background

A1. Principal Investigator Details

- Name, title, and institutional affiliation
- Contact information (email, phone, preferred communication method)
- ORCID ID and professional website/profile links
- Current position and department/organisation

A2. Research Team Information

- Co-investigators and their roles in the proposed research
- Graduate student researchers and their supervision arrangements
- Technical support team members (if applicable)
- Previous experience with virtual reality/immersive technologies research

A3. Institutional Affiliation and Ethics

- Primary institutional affiliation and research ethics committee details
- Current institutional ethics approval status (if applicable)
- Previous experience with virtual research environments
- Professional memberships relevant to immersive learning research

Section B: Research Project Description

B1. Research Title and Abstract Please provide:

- Concise research title (maximum 150 characters)
- Abstract summarising the research objectives, methodology, and expected outcomes (250-400 words)

B2. Research Objectives and Questions

- Primary research question(s) to be investigated
- Secondary research objectives
- Hypotheses (if applicable)
- Expected contribution to immersive learning knowledge

B3. Literature Review and Theoretical Framework

- Brief review of relevant literature positioning your research within current scholarship
- Theoretical framework underpinning your research approach
- How your research addresses identified gaps in immersive learning research
- Connection to iLRN community research priorities

B4. Research Methodology

- Research design (experimental, quasi-experimental, observational, ethnographic, case study, etc.)
- Data collection methods and instruments
- Participant recruitment strategy and inclusion/exclusion criteria
- Data analysis approach and statistical methods (if applicable)

Section C: Virtual Laboratory Requirements and Technical Specifications

C1. Platform Requirements

- Specific FrameVR functionalities required for your research
- Portal connectivity needs to external XR tools or platforms
- Required virtual environment characteristics (spatial layout, interactive elements, etc.)
- Special technical requirements or customisations needed

C2. Participant Technology Requirements

- Hardware requirements for research participants (VR headsets, computers, mobile devices)
- Internet connectivity requirements
- Accessibility considerations for participants with disabilities
- Alternative access methods for participants with limited technology access

C3. Data Collection and Storage

- Types of data to be collected within the virtual environment
- Data storage requirements and location preferences
- Data sharing protocols with research team members
- Integration requirements with external data collection tools

C4. Virtual Environment Design

- Detailed description of required virtual spaces and their functionality
- Interactive elements needed for data collection
- Environmental modifications or customisations required
- Integration points with external assessment or measurement tools

Section D: Participants and Ethical Considerations

D1. Participant Information

- Target population and demographic characteristics
- Sample size and recruitment timeline
- Age range of participants (special considerations for minors)
- Vulnerable populations involvement (if applicable)

D2. Participant Safety and Wellbeing

- Measures to prevent motion sickness or VR-related discomfort
- Protocols for managing participant distress or adverse reactions
- Emergency procedures for technical difficulties during data collection
- Participant support resources and contact information

D3. Informed Consent and Privacy

- Informed consent procedures adapted for virtual environments
- Privacy protection measures for virtual interactions
- Data anonymisation and pseudonymisation protocols
- Participant withdrawal procedures and data deletion processes

D4. Ethical Considerations Specific to VR Research How will your research address the following ethical considerations:

- Potential for VR to generate empathy or emotional responses that may persist beyond the research session
- Integration of ethical analysis into the virtual environment design process
- Potential psychological effects of immersive virtual experiences

- Considerations for participants' digital identity and avatar representation
- Data collection in virtual spaces and privacy implications

Section E: Research Timeline and Deliverables

E1. Project Timeline

- Research phases with specific milestones and deadlines
- Laboratory access period required (start and end dates)
- Data collection timeline and participant recruitment schedule
- Analysis and write-up timeline

E2. Expected Outputs and Dissemination

- Planned publications (journals, conferences, book chapters)
- Presentations at iLRN conferences or other academic meetings
- Potential for open-access sharing of research materials or protocols
- Community engagement and knowledge transfer activities

E3. Resource Sharing and Community Benefit

- How research findings will benefit the broader iLRN community
- Willingness to share virtual environment designs with other researchers
- Potential for collaborative research opportunities with other iLRN members
- Contribution to iLRN knowledge base and resource library

Section F: Risk Assessment and Management

F1. Technical Risks

- Potential technical challenges and mitigation strategies
- Backup plans for platform failures or connectivity issues
- Data loss prevention and recovery procedures
- Alternative research methods if virtual laboratory access is compromised

F2. Research Risks

- Potential risks to research validity or reliability
- Participant safety risks and management strategies

- Ethical risks and mitigation approaches
- Timeline risks and contingency planning

F3. Community and Volunteer Organisation Considerations

- Understanding of iLRN's volunteer-led structure and implications
- Willingness to contribute to community support and mentorship
- Flexibility in accommodating community resource constraints
- Commitment to collaborative and supportive research practices

Section G: Previous Experience and Qualifications

G1. Relevant Research Experience

- Previous research using virtual reality or immersive technologies
- Experience with online or digital research methodologies
- Relevant publications or presentations in immersive learning
- Experience working with volunteer-led research communities

G2. Technical Competencies

- Familiarity with FrameVR or similar virtual platforms
- Experience with VR hardware and software
- Data analysis software proficiency
- Virtual research environment design experience

G3. Professional Development and Community Engagement

- Commitment to iLRN professional development opportunities
- Previous involvement in collaborative research networks
- Mentorship experience with junior researchers
- Willingness to contribute to peer review processes

Section H: Budget and Resource Requirements

H1. Funding and Financial Support

- Current funding status for the proposed research
- Budget allocation for virtual laboratory access (if applicable)
- In-kind contributions from your institution
- Potential for cost-sharing or collaborative funding

H2. Volunteer and Community Support

- Technical support requirements from iLRN volunteers
- Mentorship or consultation needs from experienced community members
- Willingness to provide reciprocal support to other researchers
- Contribution potential to community resources and knowledge base

Section I: Supporting Documentation Checklist

Please ensure the following documents are attached to your application:

Required Documents:

- Curriculum vitae for all key research team members
- Institutional ethics approval documentation (if available)
- Research protocol document (using provided template)
- Participant information sheets and consent forms
- Data management plan
- Risk assessment documentation

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