

iLRN_Central

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Welcome to iLRN2026-Central

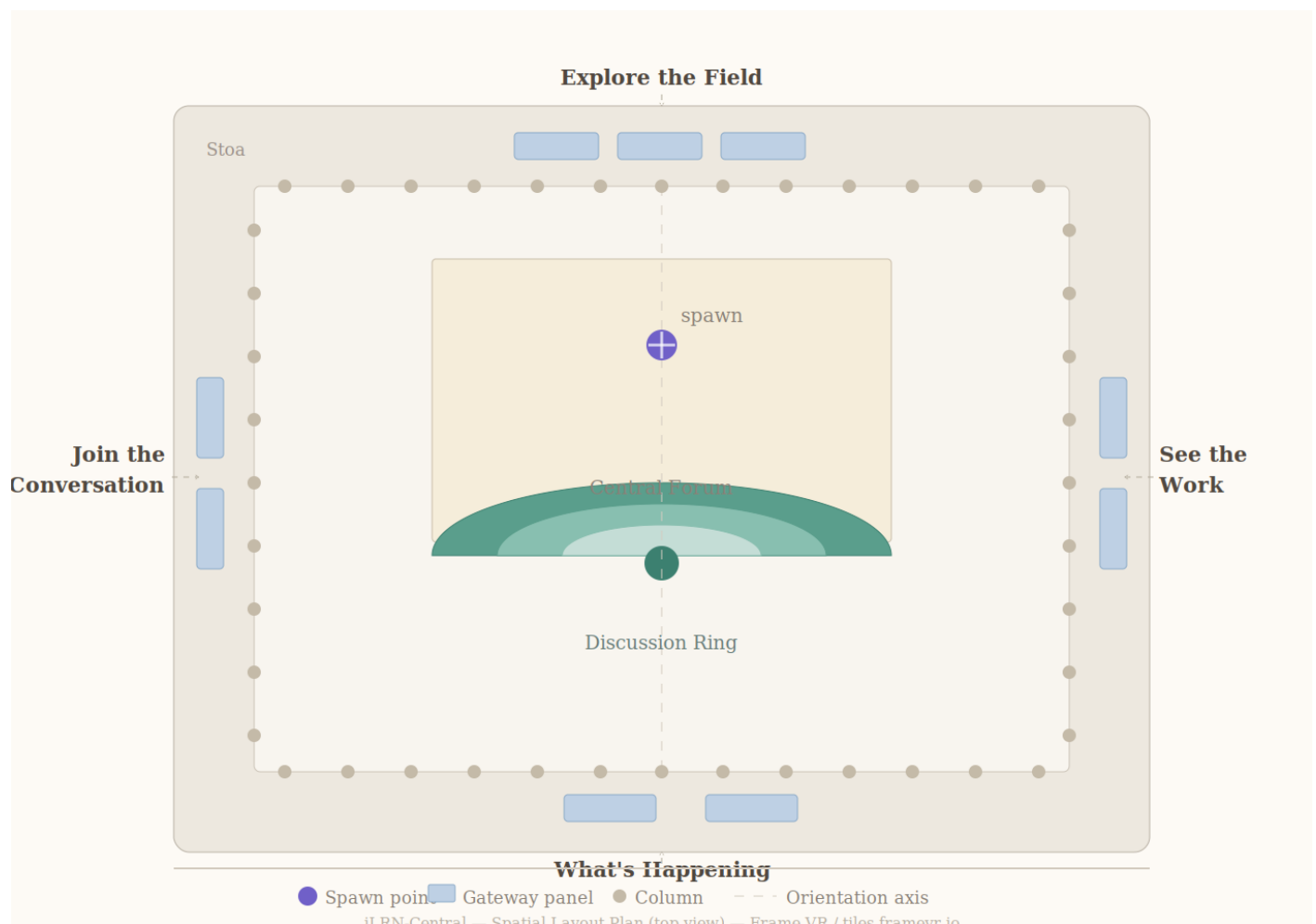
iLRN-Central — The Network's Virtual Hub

Location: iLRN2026 Virtual Campus · FrameVR

Template: homebrewed from tiles.framevr.io

Capacity: 300 participants

Role: Welcome Center · Main Event Hub · Campus Gateway · Open Society Forum



Welcome to iLRN-Central

iLRN-Central is the hub Frame of the iLRN2026 Virtual Campus on FrameVR — the primary gathering place where participants arrive, orient, and engage with the full breadth of iLRN's research community, conference programming, and public civic life.

Purpose-built from scratch using Frame VR's tiles, iLRN-Central is organized around two defining structural features drawn from the classical Athenian civic model:

- The Agora — a public forum where iLRN Working Groups and Guilds host scheduled presentations and open community conversations, with embedded voting forms that make participation a structural feature of the space.
- The Stoa — a colonnaded gallery displaying 28 thematic posters across four walls, each wall facing one of the campus's four directional zones, providing every visitor an immediate and curated view of the network's work, values, and opportunities.

Together, the Agora and the Stoa make iLRN-Central not just a welcome space but a working demonstration of the Open Immersive Learning Society: a place where knowledge is displayed, debated, and shaped by the community in real time.

From iLRN-Central, participants navigate outward to the full campus hub-and-spoke system, including the Knowledge Tree, Circle of Scholars, Innovation Garden, iLEAD, Haptics Café, XRcade, Thirsty Scholar, Immersive Futures Lighthouse, and regional Chapter spaces.

The Agora: Immersive Learning Open Society Forum

The Agora is iLRN-Central's public civic forum — modeled on the Athenian agora as the space where citizens, scholars, and visitors gathered not just to observe but to participate in the life of the community.

In iLRN-Central, the Agora operates on a published schedule of presentations and community conversations hosted by iLRN's Working Groups and Guilds. These are open to all — members and the general public alike — and are designed to make iLRN's ongoing work in standards, research quality, design, and futures accessible beyond the conference itself.

How It Works

Working Groups and Guilds submit Agora sessions for scheduling. Each session follows a consistent structure:

1. Brief presentation by the hosting Working Group or Guild (10–15 minutes)
2. Open floor discussion — questions, contributions, and dialogue with attendees
3. Live voting or input via embedded Tally.so forms displayed in the frame

Tally.so forms are embedded directly in iLRN-Central and serve as the participation mechanism: attendees can register positions, submit structured input, vote on proposals, or contribute to working documents in real time during Agora sessions. Form responses feed back into the relevant Working Group's Codex pages and governance records.

Agora Hosts

Any chartered iLRN Working Group or iLRN member in good standing may host Agora sessions. This openness is deliberate: the Agora is not a curated stage for designated experts but a civic forum where any member of the community can bring work, questions, or proposals before the network.

Chartered Working Groups are standing Agora hosts by default. Current Working Groups include:

Working Group	Focus
WG-1	Standards Framework & Interoperability
WG-2	Design Guild — Immersive Learning Design
WG-3	Assessment, Quality & the Codex
WG-4	Immersive Futures & Horizon Scanning
WG-5	Evidence Repository & Research Infrastructure

Individual members hosting sessions are encouraged to connect their session to a relevant Working Group, chapter, or Codex thread — both to root the conversation in existing infrastructure and to ensure outputs are captured and acted upon.

Agora and the Open Society

The Agora is a structural expression of iLRN's organizational calling: Open the World. Open the Mind. Join the Open Immersive Learning Society.

Embedding voting forms in a public virtual space transforms the Agora from a presentation venue into a governance and co-creation mechanism. Community input collected here is not advisory decoration — it is routed into Working Group records, informs Codex updates, and feeds the standards and quality frameworks iLRN publishes and maintains.

The Agora is publicly accessible and operates on a rolling schedule year-round, not only during iLRN2026.

Scheduling and Participation

- Agora session calendar: [Link to iLRN2026 Schedule / Agora Session Registry]
 - Propose an Agora session: [Tally.so form — Agora Session Proposal]
 - Submit input or vote during a session: Forms are displayed in-frame during each session
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The Stoa: Knowledge Gallery

The Stoa is iLRN-Central's curated knowledge surface — 28 thematic posters arranged across four walls, each wall aligned to one of the campus's four directional zones. Every participant who enters iLRN-Central is immediately surrounded by the scope of iLRN's work and community.

WHAT'S HAPPENING	1w	2w	3w	4w	5w	6w	7w
	Program at a Glance June 14–15 online · 26–30 Athens	Keynote & Featured Speakers Bio & talk previews	Special Tracks Guide All 7 tracks & themes	Professional Presentations 200+ confirmed talks	Athens, Greece NKUA · Acropolis · Nafplio	Public Virtual Campus FrameVR · open to all	Community Announcements News · events · sessions
	North Wall · rez-in						
SEE THE WORK	1s	2s	3s	4s	5s	6s	7s
	ILRN2026 Accepted Papers Browse the proceedings	Circle of Scholars Projects Active field-building initiatives	IL2AD Practitioner Showcase Applied immersive learning	Indigenous Ways of Knowing Land, language & sovereignty	Codex Gallery of Quality Vetted public works	Emerging Researcher Spotlight Early-career work	Measure & Promote Quality Quality assurance & pubs team
	East Wall						
EXPLORE THE FIELD	1e	2e	3e	4e	5e	6e	7e
	From Plato's Cave to Open Immersive Societies The emerging field	The Knowledge Tree Foundations & branches of application	Immersive Futures Horizon-scanning & strategic leadership	Standards in the Making IEEE TC-ILE & IBSTPI	Codex / Single Source Docs Living knowledge spine	What is Immersive Learning? Field definition primer	Research Frontiers 2026 AI+XR, spatial cognition
	South Wall						
JOIN THE CONVERSATION	1j	2j	3j	4j	5j	6j	7j
	Become a Member Tiers & benefits	Newsletter & Contributions Subscribe & publish	Partnerships Org tiers & current partners	ILRN Geographic Chapters Regional map & how to start	Community Channels Discord, initiatives, forums	Volunteer! Roles & intake form	Innovate with ILRN Collaborate & scale
	West Wall						

Conference program and announcements

Research outputs and community recognition

#	Poster Title
1	Accepted Papers
2	Circle of Scholars
3	iLEAD Showcase
4	Indigenous Ways of Knowing
5	Codex Gallery of Quality Immersive Learning
6	Emerging Researcher Spotlight
7	Measure & Promote Quality

South Wall — Explore the Field

Foundational concepts and frontier research

#	Poster Title
1	From Plato's Cave to Open Immersive Societies
2	The Knowledge Tree
3	Immersive Futures
4	Standards in the Making
5	Codex / Single Source Documentation
6	What is Immersive Learning?
7	Research Frontiers 2026

West Wall — Join the Conversation

#	Poster Title
1	Become a Member
2	Newsletter & Contributions
3	Partnerships
4	iLRN Geographic Chapters
5	Community Channels
6	Volunteer!
7	Innovate with iLRN

Campus Zones Accessible from iLRN-Central

iLRN-Central sits at the convergence of four directional zones. Spoke frames radiate outward from the hub along these axes.

Direction	Zone	Color	Key Destinations
Northwest	Knowledge Tree	Green	10 Track Branch Houses, research presentation spaces
Northeast	iLRN Network Membership	Purple	Circle of Scholars, Membership Hub, Chapters
Southwest	Innovation Garden	Teal	Design Guild, iLEAD, Haptics Café, XRcade
Southeast	Immersive Futures	Red	Lighthouse, Thirsty Scholar, Partner Frames

Orientation and Navigation

Kiosk stations in iLRN-Central allow participants to:

- Access the full conference schedule and Agora session calendar
- Navigate to Knowledge Tree track spaces and Special Track suites
- Explore the Innovation Garden, Immersive Futures Lighthouse, and partner areas
- Discover the iLRN Codex, membership resources, and community channels
- Submit forms, register for events, or vote via embedded Tally.so interfaces

Persistent Campus Presence

iLRN-Central is publicly accessible beyond the iLRN2026 conference dates (June 14–15 online; June 26–30 Athens). It operates as a standing entry point to iLRN's knowledge infrastructure and as the year-round home of the Agora's public forum programming.

Related Codex Pages

- iLRN2026 Virtual Campus Overview
- Agora Session Registry
- Working Group Charters (WG-1 through WG-5)
- Knowledge Tree — Track Branch Houses
- Circle of Scholars
- Innovation Garden & Design Guild
- Immersive Futures Lighthouse
- iLRN2026 Conference Program

- FrameVR Campus Technical Guide
- Tally.so Form Infrastructure (F0-F12)

Special Track Kiosks

Select a vessel to enter the Special Track suite.

? — Special Track 1 - Teaching with XR Literacies: Empowering Educators through EU Projects

Teaching with XR Literacies: Empowering Educators through EU Projects' Frameworks

Focus: Developing frameworks, competencies, and pedagogical models that support educators integrating XR literacies into teaching and learning.

[Enter Track Suite →](#)

? — Special Track 2 - XRAI4Edu

XRAI4Edu

Focus: Exploring the intersection of artificial intelligence and immersive technologies for education, including adaptive learning systems and intelligent immersive environments.

[Enter Track Suite →](#)

? — Special Track 3 - OpenEU Pathways to Immersive Societies: AI-Empowered Learning Ecosystems for Digital Education

OpenEU Pathways to Immersive Societies: AI-Empowered Learning Ecosystems for Digital Education

Focus: Designing open digital ecosystems that connect immersive technologies, AI, and collaborative learning infrastructures.

[Enter Track Suite →](#)

? — Special Track 4 - Immersive Futures for a Sustainable World: Advancing the UN SDGs through XR Learning

Immersive Futures for a Sustainable World

Focus: Advancing the UN Sustainable Development Goals (SDGs) through immersive learning and simulation-based engagement.

[Enter Track Suite →](#)

? — Special Track 5 - Immersive Learning Across Latin America: State of research, use cases, and projects

Immersive Learning Across Latin America

Focus: Regional research, case studies, and collaborative projects exploring immersive learning across Latin American contexts.

[Enter Track Suite →](#)

? — Special Track 6 - Critical Game Literacies in Immersive Learning: Co-creation, Play, & Digital Expression

Critical Game Literacies in Immersive Learning

Focus:

Co-creation, play, and digital expression as foundations for immersive learning environments.

[Enter Track Suite →](#)

? — Special Track 7 - OnLIFE Education Paradigm in Ecologically Connected Immersive Contexts

OnLIFE Education Paradigm in Ecologically Connected Immersive Contexts

Focus:

Reimagining education in a world where physical, digital, and ecological systems are deeply interconnected.

[Enter Track Suite →](#)

Explore the Campus

From iLRN_Central, participants can also navigate to other areas of the virtual campus:

- Knowledge Tree — our Network Branch areas of immersive learning research and evidence based practice
- Thirsty Scholar Debate Hall — Scholarly dialogue and debates
- ILEAD Innovation Gardens — practitioner and creative showcases
- Design Guild — immersive experience design community
- FRAME VR Playground — interactive demonstrations and experiments
- Haptics Café — informal networking and conversation

Houses:

Register to attend!