House 1: The Knowledge Tree — Foundations of Immersive Learning

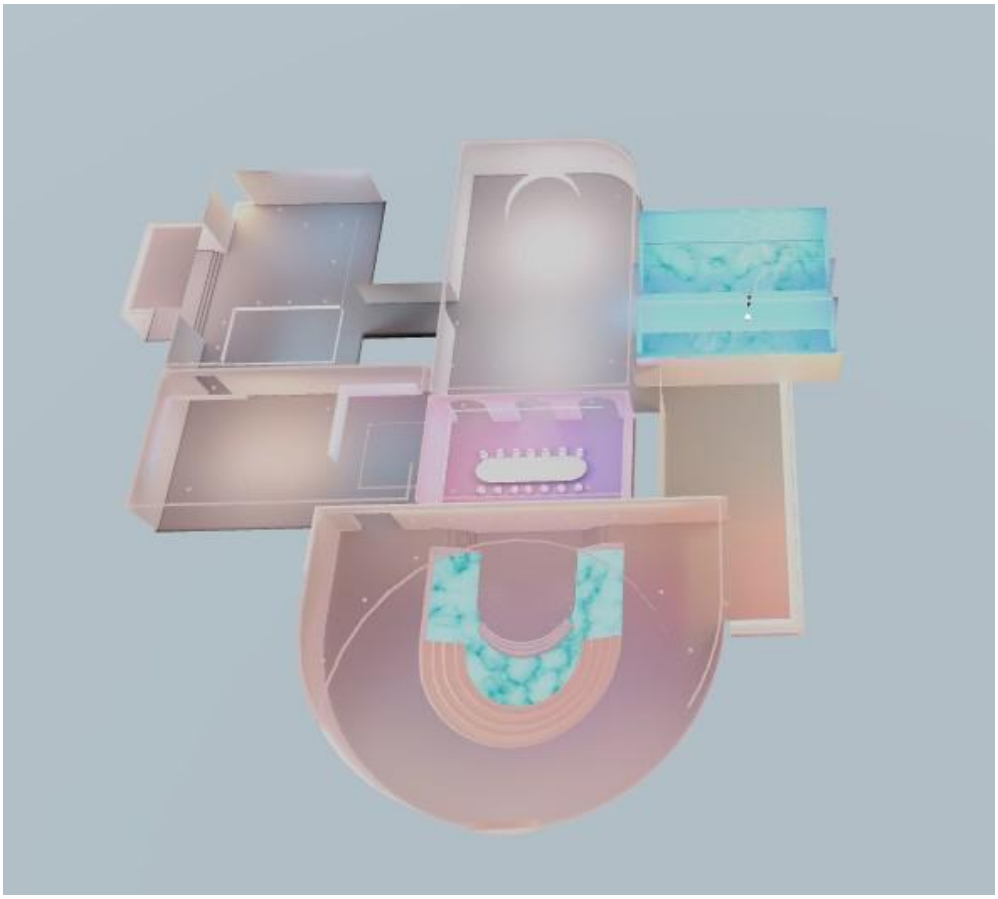
The Knowledge Tree serves as the root and foundation of the iLRN virtual campus, anchoring all branch houses in the core disciplines that underpin immersive learning. This includes the learning sciences, computer science, game design, and user experience — the fundamental frameworks that inform how we design, study, and evaluate immersive environments across every domain. A FrameVR house is available for this space. *[Link to FrameVR location]*

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About the Roots

House 1 is the root from which all branches of the iLRN campus grow, representing the foundational disciplines that support every area of immersive learning application. It anchors the community in the learning sciences, computer science, game design, and user experience — the disciplines that underpin all immersive learning work across the campus.

The FrameVR space features a gallery and a large auditorium suited for presentations and major events, with a soft, ethereal aesthetic and curved architectural forms. Conference presentations and related exhibitions will be hosted here during iLRN 2026.



The Knowledge Tree community gathers for social events and activities that leverage the unique affordances of the FrameVR campus. Discussions and community building also continue through the dedicated club on the iLRN website.

Join the community on the iLRN website: iLRN Knowledge Tree Club

Link to FrameVR location: https://framevr.io/house1-foundations

Computer Science: foundation of immersive learning