House 10: Self-and-Co-Regulated Learning

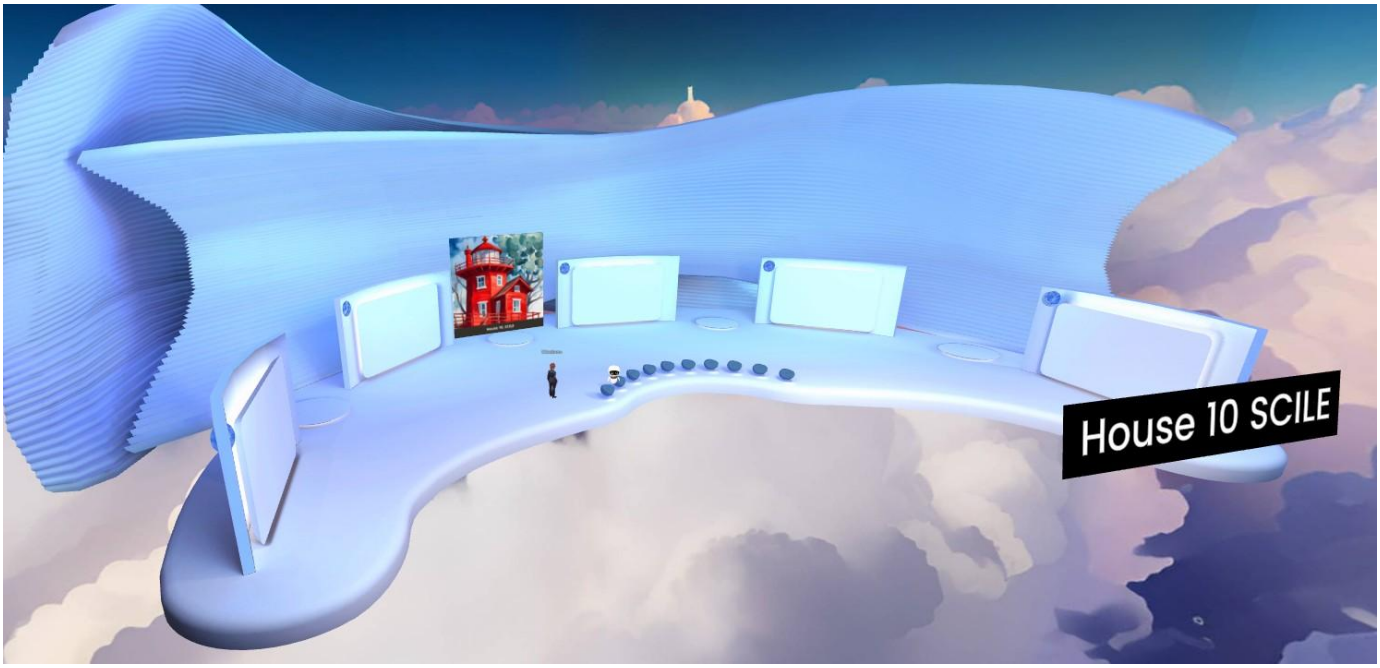
This house explores how immersive environments support learners in managing their own learning processes — setting goals, monitoring progress, and reflecting on outcomes — as well as how collaborative immersive experiences foster co-regulation among groups. Research here sits at the intersection of learning theory, metacognition, and the unique affordances of XR for supporting learner agency. A FrameVR house is available for this space. *[Link to FrameVR location]*

- About Self-and-Co-Regulated Learning (SCILE)

About Self-and-Co-Regulated Learning (SCILE)

House 10 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community exploring learner agency and self-direction within immersive environments. This branch sits at the intersection of learning theory, metacognition, and the unique affordances of XR for supporting learners in setting goals, monitoring progress, and collaborating with peers.

The FrameVR space is a dreamy, cloud-level floating gallery with soft blue-white organic forms and a curved open display area, creating a contemplative atmosphere ideally suited to reflective and self-directed learning discussions. During iLRN 2026, the space will host conference presentations alongside static displays, self-guided audio tours, and informal unconference social gatherings that invite spontaneous connection and conversation.



The SCILE community gathers for social events and activities that take advantage of the virtual environment on the FrameVR campus. Discussions and community building also continue through the dedicated club on the iLRN website.

Join the community on the iLRN website: Branch 10: Self-and-Co-Regulated Learning Club

Link to FrameVR location: https://framevr.io/house10-scile