

House 2: Assessment & Evaluation (A&E)

This house explores how we measure learning, engagement, and outcomes within immersive environments. From usability testing in VR to evaluating narrative-driven simulations, members here investigate methodologies and frameworks for understanding whether immersive experiences are truly working — and for whom. A FrameVR house is available for this space. [*Link to FrameVR location*]

- [About Assessment & Evaluation \(A&E\)](#)

About Assessment & Evaluation (A&E)

House 2 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community dedicated to measuring and understanding immersive learning in practice. This branch focuses on the methodologies, frameworks, and tools used to evaluate learning, engagement, and outcomes across immersive environments.

The FrameVR space is a spacious, modern environment featuring a large central gallery with multiple breakout rooms and conference areas, designed to support both large presentations and smaller group discussions. The warm wood-toned interior gives the space a professional, collaborative feel. 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 Assessment & Evaluation community gathers for social events and activities 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 2: Assessment & Evaluation Club](#)

Link to FrameVR location: <https://framevr.io/house2-assessment>