

House 4: Inclusion, Diversity, Equity, Access, & Social Justice (IDEAS)

The IDEAS house centers the human element in immersive learning — asking critical questions about who these technologies serve, who they leave behind, and how they can be designed to be genuinely inclusive. Topics include accessibility in XR environments, representation in virtual spaces, and the use of immersive storytelling as a tool for empathy and social change. A FrameVR house is available for this space. *[Link to FrameVR location]*

- [About Inclusion, Diversity, Equity, Access, & Social Justice \(IDEAS\)](#)

About Inclusion, Diversity, Equity, Access, & Social Justice (IDEAS)

House 4 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community committed to centering equity and justice in immersive learning design and research. This branch asks critical questions about who immersive technologies serve, who they leave behind, and how they can be designed to be genuinely inclusive and socially transformative.

The FrameVR space has a distinctive home-like atmosphere with a modern residential aesthetic, a pool area, and intimate gathering spaces that invite open conversation and community building. 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 IDEAS community gathers for social events and activities that take advantage of the virtual environment on the FrameVR campus. Discussions and advocacy also continue through the dedicated club on the iLRN website.

Join the community on the iLRN website: [Branch 4: IDEAS Club](#)

Link to FrameVR location: <https://framevr.io/house4-ideas>