

# House 5: Science, Tech, Engineering, Arts, Math (STEAM)

This house explores immersive learning applications across STEAM disciplines — from virtual labs and AR-enhanced mathematics to embodied science simulations and creative arts experiences in VR. Members here investigate how immersive environments can deepen conceptual understanding and spark curiosity in ways traditional instruction cannot. A FrameVR house is available for this space. *[Link to FrameVR location]*

- [About Science, Tech, Engineering, Arts, Math \(STEAM\)](#)

# About Science, Tech, Engineering, Arts, Math (STEAM)

House 5 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community exploring immersive learning across the STEAM disciplines. This branch investigates how immersive environments can deepen conceptual understanding, spark curiosity, and support hands-on learning in ways that traditional instruction cannot.

The FrameVR space is a striking outdoor floating gallery with a dramatic open-sky environment, a large staging area, and display surfaces suited for showcasing research and creative work. The bold, angular aesthetic gives the space an energetic, forward-looking 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 STEAM 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 5: STEM Education Club](#)

*Link to FrameVR location: <https://framevr.io/house5-stem>*