House 6: Language, Culture, & Heritage

Language, Culture, & Heritage explores how immersive technologies can support language acquisition, cultural exchange, and the preservation of intangible heritage. From VR-based language immersion programs to AR experiences that bring cultural traditions to life, this house examines the intersection of identity, communication, and immersive experience design. A FrameVR house is available for this space. *[Link to FrameVR location]*

- About Language, Culture, & Heritage

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House 6 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community working at the intersection of immersive technology, language, and cultural preservation. This branch explores how immersive experiences can support language acquisition, cultural exchange, and the preservation of both tangible and intangible heritage.

The FrameVR space is a visually striking curved structure set against an open sky, with a sweeping arc-shaped gallery and display areas that evoke a sense of movement and cultural dynamism. 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 Language, Culture & Heritage 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 6: Language, Culture & Heritage Club

Link to FrameVR location: https://framevr.io/house6-language-culture-heritage