# House 7: Medical Education & Healthcare

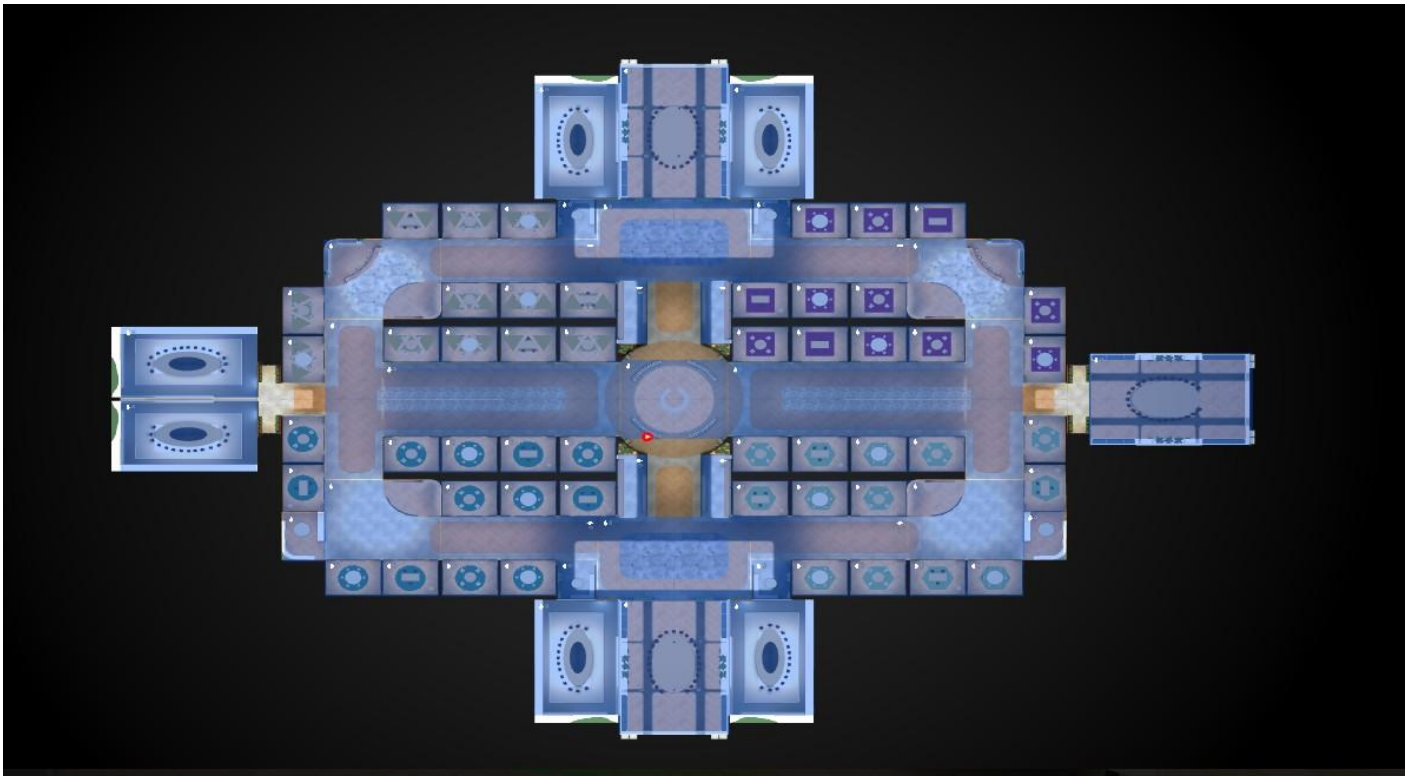
This house focuses on the rapidly growing use of immersive technologies in medical training, patient education, rehabilitation, and healthcare simulation. Members explore how VR and AR are transforming clinical skill development, reducing procedural anxiety, and expanding access to high-fidelity medical learning experiences. A FrameVR house is available for this space. *[Link to FrameVR location]*

- About Medical Education & Healthcare

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House 7 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community advancing immersive learning in healthcare and medical education. This branch explores how VR and AR are transforming clinical skill development, patient education, rehabilitation, and access to high-fidelity medical learning experiences.

The FrameVR space is a large, polished environment with a central rotunda, multiple small breakout rooms, and expansive conference areas — closely mirroring the layout of a real healthcare or medical education facility. The light, modern interior is well-suited to professional gatherings and clinical simulation 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 Medical Education & Healthcare 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 7: Medical Education & Healthcare Club

*Link to FrameVR location: https://framevr.io/house7-meded*