

House 8: Nature & Environmental Sciences

Nature & Environmental Sciences investigates how immersive technologies can connect learners to the natural world — whether through virtual field experiences in inaccessible ecosystems, AR overlays that surface environmental data, or simulations that build understanding of complex ecological systems. This house also explores the role of immersive storytelling in environmental advocacy and climate education. A FrameVR house is available for this space. *[Link to FrameVR location]*

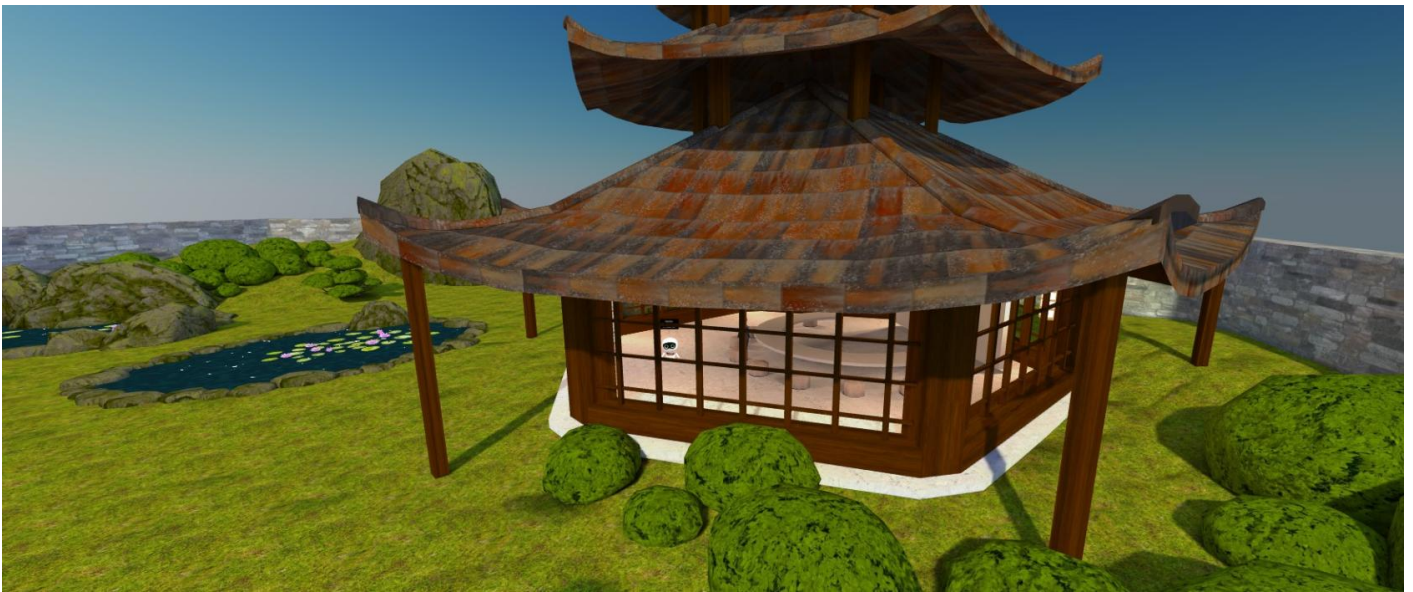
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About Nature & Environmental Sciences

House 8 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community connecting immersive learning to the natural world and environmental science. This branch investigates how immersive technologies can bring learners into ecosystems, surface environmental data, and build understanding of complex ecological systems — as well as the role of immersive storytelling in environmental advocacy and climate education.

The FrameVR space is a serene, beautifully detailed single-room Japanese-style pavilion set within a manicured garden landscape, complete with ponds, winding paths, and lush greenery. The intimate and contemplative atmosphere makes it uniquely suited to reflective discussion and smaller gatherings. 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 Nature & Environmental Sciences 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 8: Nature & Environmental Sciences Club](#)

Link to FrameVR location: <https://framevr.io/house8-nature>