

iLRN2026 Knowledge Tree

- [House 1: The Knowledge Tree — Foundations of Immersive Learning](#)
 - [About the Roots](#)
 - [Computer Science: foundation of immersive learning](#)
- [House 2: Assessment & Evaluation \(A&E\)](#)
 - [About Assessment & Evaluation \(A&E\)](#)
- [House 3: Galleries, Libraries, Archives, & Museums \(GLAM\)](#)
 - [About Galleries, Libraries, Archives, & Museums \(GLAM\)](#)
- [House 4: Inclusion, Diversity, Equity, Access, & Social Justice \(IDEAS\)](#)
 - [About Inclusion, Diversity, Equity, Access, & Social Justice \(IDEAS\)](#)
- [House 5: Science, Tech, Engineering, Arts, Math \(STEAM\)](#)
 - [About Science, Tech, Engineering, Arts, Math \(STEAM\)](#)
- [House 6: Language, Culture, & Heritage](#)
 - [About Language, Culture, & Heritage](#)
- [House 7: Medical Education & Healthcare](#)
 - [About Medical Education & Healthcare](#)
- [House 8: Nature & Environmental Sciences](#)
 - [About Nature & Environmental Sciences](#)
- [House 9: Workforce & Industry](#)

- [About Workforce & Industry](#)
- [House 10: Self-and-Co-Regulated Learning](#)
 - [About Self-and-Co-Regulated Learning \(SCILE\)](#)

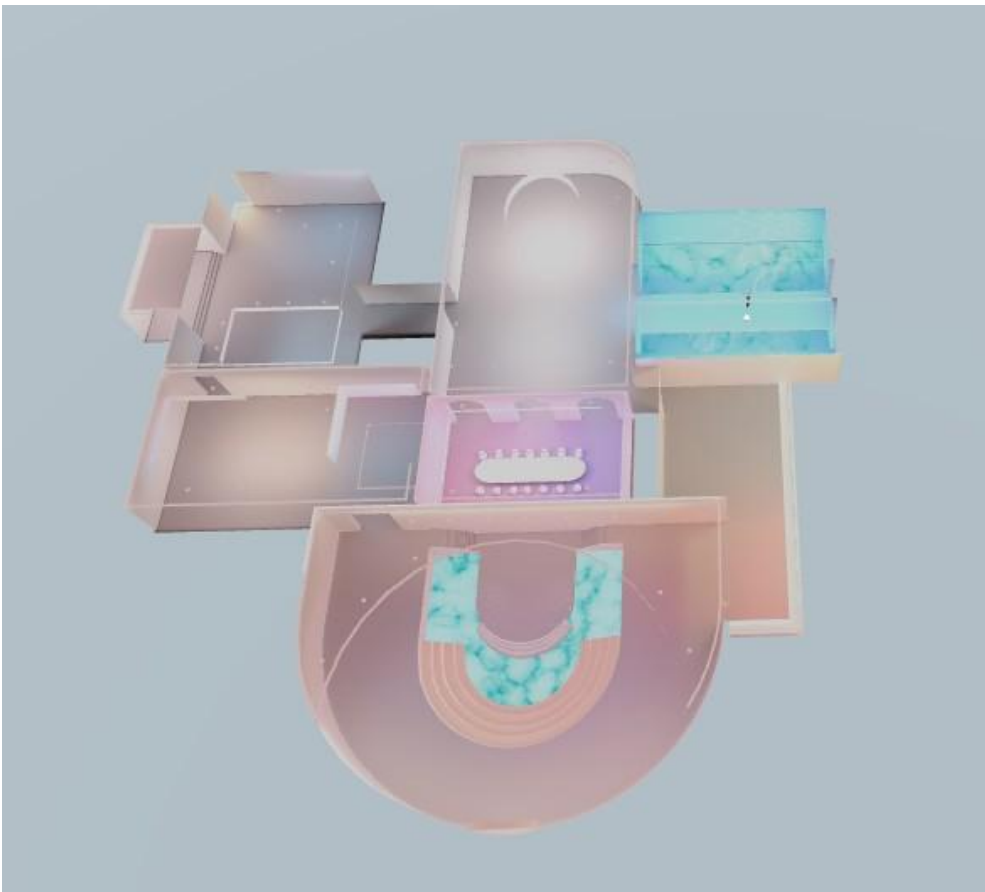
House 1: The Knowledge Tree — Foundations of Immersive Learning

The Knowledge Tree serves as the root and foundation of the iLRN virtual campus, anchoring all branch houses in the core disciplines that underpin immersive learning. This includes the learning sciences, computer science, game design, and user experience — the fundamental frameworks that inform how we design, study, and evaluate immersive environments across every domain. A FrameVR house is available for this space. *[Link to FrameVR location]*

About the Roots

House 1 is the root from which all branches of the iLRN campus grow, representing the foundational disciplines that support every area of immersive learning application. It anchors the community in the learning sciences, computer science, game design, and user experience — the disciplines that underpin all immersive learning work across the campus.

The FrameVR space features a gallery and a large auditorium suited for presentations and major events, with a soft, ethereal aesthetic and curved architectural forms. Conference presentations and related exhibitions will be hosted here during iLRN 2026.



The Knowledge Tree community gathers for social events and activities that leverage the unique affordances of the FrameVR campus. Discussions and community building also continue through the dedicated club on the iLRN website.

Join the community on the iLRN website: [iLRN Knowledge Tree Club](#)

Link to FrameVR location: <https://framevr.io/house1-foundations>

Computer Science: foundation of immersive learning

House 2: Assessment & Evaluation (A&E)

This house explores how we measure learning, engagement, and outcomes within immersive environments. From usability testing in VR to evaluating narrative-driven simulations, members here investigate methodologies and frameworks for understanding whether immersive experiences are truly working — and for whom. A FrameVR house is available for this space. *[Link to FrameVR location]*

House 2: Assessment & Evaluation (A&E)

About Assessment & Evaluation (A&E)

House 2 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community dedicated to measuring and understanding immersive learning in practice. This branch focuses on the methodologies, frameworks, and tools used to evaluate learning, engagement, and outcomes across immersive environments.

The FrameVR space is a spacious, modern environment featuring a large central gallery with multiple breakout rooms and conference areas, designed to support both large presentations and smaller group discussions. The warm wood-toned interior gives the space a professional, collaborative 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 Assessment & Evaluation community gathers for social events and activities 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 2: Assessment & Evaluation Club](#)

Link to FrameVR location: <https://framevr.io/house2-assessment>

House 3: Galleries, Libraries, Archives, & Museums (GLAM)

The GLAM house bridges the worlds of cultural heritage and immersive technology. This space explores how galleries, libraries, archives, and museums are leveraging AR, VR, and narrative immersion to expand access, enhance preservation, and create transformative visitor and patron experiences. Resources include SJSU initiatives, XR reading lists, the XR Research LibGuide, and the iLRN Codex. A FrameVR house is available for this space. *[Link to FrameVR location]*

House 3: Galleries, Libraries, Archives, & Museums (GLAM)

About Galleries, Libraries, Archives, & Museums (GLAM)

House 3 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community at the intersection of cultural heritage institutions and immersive technology. This branch explores how galleries, libraries, archives, and museums are leveraging AR, VR, and narrative immersion to expand access, enhance preservation, and create transformative experiences for visitors and patrons.

The FrameVR space evokes a library and gallery atmosphere, featuring one large auditorium and several gallery levels filled with curated resources. A photosphere taken at the Glasgow Botanical Gardens during iLRN 2024 adds a sense of living history to the space. The frame hosts occasional activities in partnership with the San Jose State University ASIS&T Student Chapter and includes links to Goodreads reading lists of seminal fiction and influential nonfiction related to XR topics, an XR Research LibGuide, and the SJSU-created Freedom to Read and Seeking Immortality exhibits. 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 GLAM 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 3: GLAM Club](#)

Link to FrameVR location: <https://framevr.io/house3-glam>

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]*

House 4: 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>

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]*

House 5: 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>

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. [\[Link to FrameVR location\]](#)

House 6: Language, Culture, & Heritage

About Language, Culture, & Heritage

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>

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

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>

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]*

House 8: Nature & Environmental Sciences

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>

House 9: Workforce & Industry

This house examines immersive learning in professional and vocational contexts — including onboarding, skills training, safety simulations, and performance support across industries. From manufacturing floor VR training to immersive soft skills development, members here explore how organizations are using XR to build workforce capability at scale. A FrameVR house is available for this space. *[Link to FrameVR location]*

About Workforce & Industry

House 9 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community applying immersive learning in professional and industry contexts. This branch examines how organizations are using XR for onboarding, skills training, safety simulation, and professional development — and how immersive learning can build workforce capability at scale.

The FrameVR space takes the form of a realistic small office environment with multiple furnished rooms, creating an immediately familiar professional setting well-suited to workforce training discussions and industry-focused events. 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 Workforce & Industry 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 9: Workforce Development & Industry Training Club](#)

Link to FrameVR location: <https://framevr.io/house9-workforce>

House 10: Self-and-Co-Regulated Learning

This house explores how immersive environments support learners in managing their own learning processes — setting goals, monitoring progress, and reflecting on outcomes — as well as how collaborative immersive experiences foster co-regulation among groups. Research here sits at the intersection of learning theory, metacognition, and the unique affordances of XR for supporting learner agency. A FrameVR house is available for this space. *[Link to FrameVR location]*

House 10: Self-and-Co-Regulated Learning

About Self-and-Co-Regulated Learning (SCILE)

House 10 is one of ten branches of application that extend from the iLRN Knowledge Tree, representing the community exploring learner agency and self-direction within immersive environments. This branch sits at the intersection of learning theory, metacognition, and the unique affordances of XR for supporting learners in setting goals, monitoring progress, and collaborating with peers.

The FrameVR space is a dreamy, cloud-level floating gallery with soft blue-white organic forms and a curved open display area, creating a contemplative atmosphere ideally suited to reflective and self-directed learning 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 SCILE 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 10: Self-and-Co-Regulated Learning Club](#)

Link to FrameVR location: <https://framevr.io/house10-scile>