

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>

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