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

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