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

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