

# FT: Democratized World-Building

PART I — FORESIGHT SNAPSHOT | FT: Democratized World-Building | Fixed Time-Stamped Synthesis

## 2026 FT: Democratized World-Building

Card Type	Future Technology Possibility
Series	Immersive Futures Guild — Vision 2035
Layer	1 — Atomic Foresight Object
Status	Active
Confidence	Medium
Workshop	Circle of Scholars — January 2026
Facilitator	Circle of Scholars Workshop Team
Tags	world-building   generative-AI   democratization   layer1   ft
Tally.so Form	<a href="https://tally.so/r/ilrn-if-ft-worldbuild-2026">https://tally.so/r/ilrn-if-ft-worldbuild-2026</a>

Generative AI tools are dramatically lowering the technical barriers to creating interactive 3D environments, narrative simulations, and immersive scenarios. This democratization has significant implications for who can create immersive learning experiences — shifting capacity from specialized development studios to individual educators, students, and community members — and for the equity, quality, and safety of the resulting ecosystem.

Key Drivers / Contributing Conditions:

- Generative 3D AI capability scaling
- No-code and low-code immersive platform development
- Declining cost of real-time rendering infrastructure

Tensions Carried Forward to Part II:

- Does democratized world-building enable community empowerment or accelerate the production of culturally harmful or pedagogically poor immersive content?

Linked Scenarios / Strands: STRAND: Learners as World-Builders | SCENARIO: Global Co-Creation

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | FT: Democratized World-Building | H2 2026 — Living

T	<p>COMMUNITY CONTRIBUTION FORM — FT: Democratized World-Building</p> <p>Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via:</p> <p><a href="https://tally.so/r/ilrn-if-ft-worldbuild-2026">https://tally.so/r/ilrn-if-ft-worldbuild-2026</a></p>
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Part II — Scope and Instructions
This section collects community responses, case examples, and challenges to the Part I foresight snapshot above.
It opens July 1, 2026 and undergoes synthesis review in September 2026, November 2026, and January 2027.
Contributions are submitted via the Tally.so form above and appear in the registers below after editorial review.
The Part I text is not modified in response to Part II contributions; it is versioned at the Annual Handoff review.
Contribution categories: Case Example   Methodological Challenge   Cultural/Community Perspective   Proposed Evidence Criterion
Ways of Knowing accepted: Tree (evidence)   Garden (practice)   Lantern (futures)

Tensions Open for Community Response:

- Does democratized world-building enable community empowerment or accelerate the production of culturally harmful or pedagogically poor immersive content?

Contributor / Date	Category	Way of Knowing	Contribution Summary
[ Awaiting contributions — form opens July 1, 2026 ]			

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Revision #1

Created 25 May 2026 20:31:35 by Jonathon Richter

Updated 25 May 2026 20:32:33 by Jonathon Richter