FT: Reality Governance

PART I — FORESIGHT SNAPSHOT | FT: Reality Governance | Fixed Time-Stamped Synthesis

2026 FT: Reality Governance

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	governance | regulation | policy | layer1 | ft
Tally.so Form	https://tally.so/r/ilrn-if-ft-realgov-2026

As immersive technologies become capable of mediating substantial portions of human experience — work, education, social interaction, civic life — questions of governance move from technical and corporate domains into policy and democratic processes. Reality governance refers to the emerging field of policy, regulation, and institutional frameworks that govern who controls immersive environments, what occurs within them, and who bears accountability for harms.

Key Drivers / Contributing Conditions:

- Metaverse platform governance debates
- Regulatory extension into virtual spaces
- Democratic legitimacy questions about corporate control of social environments

Tensions Carried Forward to Part II:

- Who has legitimate authority to govern persistent immersive educational environments?
- How should democratic accountability be extended to AI-mediated immersive spaces?

Linked Scenarios / Strands: SC: Responsible AI | SCENARIO: Open Human Agency

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | FT: Reality Governance | H2 2026 — Living

T	COMMUNITY CONTRIBUTION FORM — FT: Reality Governance Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-ft-realgov-2026

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:

- Who has legitimate authority to govern persistent immersive educational environments?
- How should democratic accountability be extended to AI-mediated immersive spaces?

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

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