HT: AI inside Immersion

PART I — FORESIGHT SNAPSHOT | HT: AI Inside Immersion | Fixed Time-Stamped Synthesis

2026 HT: AI Inside Immersion

Card Type	Historical Technology Shift
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	AI-in-XR | historical | adaptive | layer1 | ht
Tally.so Form	https://tally.so/r/ilrn-if-ht-aiimm-2026

The integration of AI capabilities — adaptive engines, natural language interaction, computer vision — directly into XR environments marks a qualitative shift from XR as a presentation medium to XR as an intelligent, responsive environment. Early research on AI-inside-immersion is generating an initial evidence base but the design, governance, and pedagogical implications remain significantly underexplored.

Key Drivers / Contributing Conditions:

- On-device AI processing enabling real-time environmental response
- Platform integration of LLM APIs into XR development toolkits
- Early commercial deployments in training, healthcare, and education sectors

Tensions Carried Forward to Part II:

- How should design principles for traditional XR learning be updated for AI-responsive immersive environments?

Linked Scenarios / Strands: FT: Agentic AI | STRAND: Human-Centered AI + XR

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | HT: AI Inside Immersion | H2 2026 — Living

T	COMMUNITY CONTRIBUTION FORM — HT: AI Inside Immersion Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-ht-aiimm-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:

- How should design principles for traditional XR learning be updated for AI-responsive immersive environments?

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

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