

HT: Post-hype Reality Check

PART I — FORESIGHT SNAPSHOT | HT: Post-Hype Reality Check | Fixed Time-Stamped Synthesis

2026 HT: Post-Hype Reality Check

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	hype-cycle historical evidence layer1 ht
Tally.so Form	https://tally.so/r/ilrn-if-ht-posthype-2026

Following the VR hype cycle peak of the mid-2010s, the field underwent a period of consolidation, critical reflection, and evidence-based reassessment. Claims are now held to higher evidential standards, and the burden of proof for immersive learning effectiveness has increased. This historical shift is important for calibrating current technology promises against the field's documented capacity for self-correction.

Key Drivers / Contributing Conditions:

- Enterprise and consumer VR adoption falling below 2015-era projections
- Learning scientists applying more rigorous evaluation standards to XR claims
- Publication of critical reviews and null-result studies gaining visibility

Tensions Carried Forward to Part II:

- Has the post-hype correction been sufficient, or does the field still systematically overstate immersive learning effects?

Linked Scenarios / Strands: SC: Research Integrity Under Pressure

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | HT: Post-Hype Reality Check | H2 2026 — Living

T	<p>COMMUNITY CONTRIBUTION FORM — HT: Post-Hype Reality Check</p> <p>Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-ht-posthype-2026</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:

- Has the post-hype correction been sufficient, or does the field still systematically overstate immersive learning effects?

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

Revision #1

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