

SC: Accessibility

PART I — FORESIGHT SNAPSHOT | SC: Accessibility | Fixed Time-Stamped Synthesis

2026 SC: Accessibility

Card Type	Societal Challenge
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	accessibility UDL disability inclusion layer1 sc
Tally.so Form	https://tally.so/r/ilrn-if-sc-access-2026

Accessibility in immersive learning encompasses physical, cognitive, sensory, linguistic, and socioeconomic dimensions. Standard XR hardware and software has historically been developed without adequate attention to users with disabilities, older learners, or those with limited prior technology exposure. This card tracks the state of accessibility research, design standards, and policy requirements, and holds the position — emerging from Guild foresight work — that accessibility-first design is both a moral requirement and a market opportunity.

Key Drivers / Contributing Conditions:

- Disability rights frameworks applied to digital and immersive education
- Aging populations entering learning contexts with immersive technology
- Universal Design for Learning (UDL) mandate and policy pressure
- Hardware design exclusions for sensory and motor disabilities in mainstream headsets

Educational and Design Implications:

- Accessibility auditing protocols as a required step in XR learning environment deployment

- Co-design with disability communities as a governance requirement for iLRN-affiliated projects
- Research on XR for learners with diverse abilities as a Guild foresight priority

Tensions Carried Forward to Part II:

- How should the cost of accessibility retrofitting be allocated when it was not designed-in from the start?
- Can universal design goals be reconciled with the specialized needs of specific disability communities?

Linked Scenarios / Strands: See cross-links above

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | SC: Accessibility | H2 2026 — Living

T	<p>COMMUNITY CONTRIBUTION FORM — SC: Accessibility</p> <p>Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-sc-access-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:

- How should the cost of accessibility retrofitting be allocated when it was not designed-in from the start?

- Can universal design goals be reconciled with the specialized needs of specific disability communities?

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

Revision #1

Created 25 May 2026 20:15:50 by Jonathon Richter

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