

# Digital material information

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# Digital material submission guidelines

## Digital materials requirements

### Online Presenters

| Presentation Type                                                                                           | Video abstract                | Poster submission                                       | FrameVR showcase        |
|-------------------------------------------------------------------------------------------------------------|-------------------------------|---------------------------------------------------------|-------------------------|
| <b>Oral presentation</b><br>-> Academic Full Paper<br>-> Academic Short Paper<br>-> iLEAD Oral Presentation | <b>Required - 2 - 10 min.</b> | No                                                      | <a href="#">Offered</a> |
| <b>Poster presentation</b><br>-> Academic Extended Abstracts<br>-> iLEAD Poster Presentation                | <b>Required - 2 - 5 min.</b>  | <b>Required</b><br>-> <b>FrameVR</b><br>-> <b>CVENT</b> |                         |
| <b>Doctoral Colloquium presentation</b><br>-> Doctoral Colloquium Presentation                              | Optional - 2 - 7 min.         | No                                                      |                         |
| <b>Panel session, Workshop, Other submission types</b><br>-> iLEAD different submission types               | Optional - 2 - 7 min.         | No                                                      |                         |

### In Person Presenters

| Presentation Type                                                                                           | Video abstract         | Poster submission                                                                                            | FrameVR showcase        |
|-------------------------------------------------------------------------------------------------------------|------------------------|--------------------------------------------------------------------------------------------------------------|-------------------------|
| <b>Oral presentation</b><br>-> Academic Full Paper<br>-> Academic Short Paper<br>-> iLEAD Oral Presentation | Optional - 2 - 10 min. | No                                                                                                           | <a href="#">Offered</a> |
| <b>Poster presentation</b><br>-> Academic Extended Abstracts<br>-> iLEAD Poster Presentation                | Optional - 2 - 5 min.  | <b>Required:</b><br>-> <b>Printed poster</b><br>-> <b>CVENT (digital version)</b><br>Optional:<br>-> FrameVR |                         |

| Presentation Type                                                                             | Video abstract        | Poster submission | FrameVR showcase |
|-----------------------------------------------------------------------------------------------|-----------------------|-------------------|------------------|
| <b>Doctoral Colloquium presentation</b><br>-> Doctoral Colloquium Presentation                | Optional - 2 - 7 min. | No                |                  |
| <b>Panel session, Workshop, Other submission types</b><br>-> iLEAD different submission types | Optional - 2 - 7 min. | No                |                  |

Digital posters and video abstracts for iLRN 2026 are collected using the form linked below. The **presentation material deadline** can be found in the [Important Dates](#) table.

For information concerning the live presentation, please check out the [conference presentation requirements](#).

## Video

For **all types of online presentations** video submission is required. This way, attendees can have a look at the video before going into deeper discussions during the online sessions. For **in person presentations** video submissions are encouraged so that attendees can have a look at the video before going into deeper discussions during the sessions.

Videos have to be submitted at the **presentation material deadline**. You can find more information about video preparation in the [guidelines for videos](#). An **award for the best video** will be given out.

Upload an MP4 file to a folder on Google Drive (or NiHao Cloud if you are in China and unable to use Google Drive), ensuring that you set the permissions to enable public downloading. Important: We must be able to actually download the MP4 file, not just watch the video in a browser.

## Poster

For **online poster presentations**, virtual poster files need to be uploaded, so that the organizing committee can setup the virtual poster presentation area in a FrameVR environment and upload them to the CVENT conference system. The virtual files have to be submitted at the **presentation material deadline**. You can find more information about poster files below.

For **in-person poster presentations**, presenters are asked to bring a printed poster to the in-person conference in Athens. They are also asked to upload the virtual image file of this poster for upload in CVENT (and potentially FrameVR). The virtual file should be submitted at the **presentation material deadline**.

## FrameVR

For the setup in FrameVR, instead of a single image, we recommend the **use of slides (maximum 10 pages)** generated using Powerpoint, Google Slides, Canva, etc. You can use [these slide templates](#). Ensure that your digital poster slides comply with the following specifications:

- **Dimensions (W x H):** 1920 x 1080 landscape aspect ratio.
- **Fonts:** minimum 28 pt, recommended at least 36 pt for legibility / accessibility.
- **Transparency:** None.
- **Acceptable formats:** PDF only.
- **File size:** No larger than 2 MB.
- **File name:** The filename should consist of the submission ID ONLY and nothing else (e.g., 103.jpg or 103.png).

Screenshots of immersive learning experiences highly encouraged - but compression of images are generally necessary to keep within the total doc 2MB limit. In case of exceeding file size, you may use a PDF file size reducer (save as in Acrobat, for example).

Upload a JPEG, PNG or PDF file to a folder on Google Drive (or NiHao Cloud if you are in China and unable to use Google Drive), ensuring that you set the permissions to enable public downloading. Important: We must be able to actually download the files, not just view them in a browser.

## CVENT

Posters will also be uploaded in CVENT. If you are an **online poster presenter**, your FrameVR poster presentation material will also be uploaded in CVENT.

If you are an **in-person poster presenter**, please upload a digital poster as a **virtual image of your poster** to be published in the CVENT system. It must be in the form of a single image and could be the virtual version of your printed poster:

- **Acceptable image formats:** JPEG, PNG or PDF.
- **File size:** 20MB or less.
- **File name:** The filename should consist of the submission ID ONLY and nothing else (e.g., 103.jpg or 103.png).

## Form upload

In the form, please enter the URLs from which your **poster** and **video** file can be downloaded. The URLs must point directly to the JPEG/PNG/PDF and MP4 files themselves and not to folders or to pages on which the media are embedded. Please test to make sure that when the URL is entered into a web browser, the download begins immediately without any further user intervention (i.e., no need to click on anything further or have permission).

[Form to upload materials](#)

If you have any questions or would like to speak with an iLRN Organizing Committee member, please contact us via [conference@immersivelrn.org](mailto:conference@immersivelrn.org)! Again, thank you for presenting at iLRN2026!

# Guidelines for videos

We ask authors use this resource to describe their work in ways not possible in print, such as providing a guided tour through immersive learning experiences while highlighting relevant aspects of the XR and immersive learning space from the learner's perspective, experimental methods, instruments, data, context for the study, and key findings and context of the work.

We highly encourage you to take cues from or use the PechaKucha format (20 slides x 20 seconds) — using imagery (videos, pictures) as much as possible, using text and figures as lightly as possible, and insofar as you are able following the Video Abstract sequence, to use storytelling techniques to create your presentation for the Conference. Your video must begin with an [iLRN 2026 title slide](#) displayed to 5 seconds of silence, and end with a final slide displayed to 5 seconds of silence.

No copyrighted content may be included in your video — this includes music, images, and video. By submitting your video you warrant that you own the material in the video and that you consent to iLRN publishing it under a Creative Commons Attribution-NonCommercial-ShareAlike (CC BY-NC-SA) license.

## **Suggested sequence for the Video:**

### **1. Intro and Background/Related Work**

Introduce the research problem and use clearly legible font in your video if possible to state your research question/s and relevant research perspective or framework under investigation. Use visuals to represent the research problem space as well as you can—infographics, archetypal examples of the research space being investigated; seminal literature useful for framing your work; what is most interesting about your research?

### **2. Immersive**

Show and describe the approach your work takes on the concept of “immersive” whether through challenges (flow, engagement, stimulus, etc.), narrative (absorption with the story, sense of presence, agency, embodiment, etc.), or degree of subjective impression of being in a place (via augmented audio-visual elements, instrumented environment that reacts to users, displays and headsets, haptic feedback, etc.).

### **3. Learning**

Demonstrate or highlight the connections to learning, training, or education that the research inquiry underscores or makes explicit. If there is assessment associated with the learning

experience, please make clear to the audience how that fits within the research inquiry.

#### **4. Method**

Tell your audience about how you carried out your investigation; using what instruments or technique; following what procedure or process.

#### **5. Findings and Implications/Recommendations**

What was found (or, in the case of Works in Progress, what do you hope / expect to find?) and what are the implications?

#### **6. Conclusion and Future Directions**

Given this work, what do you hope or plan to do next? What other research issues or areas interconnect with this study that the audience may find of interest? Try to connect your research to a body of work within the XR-for-learning field or suggest creative connections that you see may be of interest to the viewer.

# FrameVR research showcase

## Would you like to represent your branch house and showcase your work on the iLRN Virtual Campus in FrameVR?

Congratulations again on your accepted contribution to iLRN2026. We're looking forward to your presentation — and we have an invitation to extend beyond it.

All formal scheduled presentations for both Academic and iLEAD streams from all locations will be scheduled through Cvent and take place on Zoom for high quality presentations to be later placed on our YouTube channel.

This year's conference ALSO includes accessible works in our public virtual campus built in FrameVR, organized around the iLEAD Innovation Garden and our Knowledge Tree: iLRN's open, interdisciplinary framework for evidence in the immersive learning field. The campus will be accessible to the global iLRN community — researchers, practitioners, educators, and explorers — throughout the conference and beyond.

We'd like to place your work in it.

Whether you are presenting June 14 or 15 as part of the iLRN2026 Online... or from Athens, Greece June 27 - 30, we want to showcase your work! We've built a short form (5-8 minutes) that asks you to share a plain-language summary of your contribution, select the conference track (i.e. Knowledge Tree branch) where your work belongs, and upload or link to a single visual or media artifact for display. That's it. The result is a public-facing representation of your research or project that lives in a shared immersive exhibition — open to anyone who visits the campus.

➔ Submit your virtual campus materials here:

<https://tally.so/r/ZjzGzv>

A few things to know:

— If you have both an Academic Paper and an iLEAD contribution, one submission covers both. No need to submit twice.

— Write for a broad, curious audience. The Knowledge Tree is interdisciplinary by design, and your neighbors in the campus may be working in completely different fields.

— Want to customize your exhibit? The form also gives you the option to join our team on the campus and help build your own exhibit space. If you're interested, we'll walk you through a short

FrameVR orientation and ask that you contribute at least 30 minutes of volunteer time to help build the shared environment.

\_\_ During the iLRN2026 Conference, all presenters and other iLRN members will have the opportunity to schedule an “unconference” style Tea and Coffee Talk or other informal discussion on the iLRN Virtual Campus. These won’t be recorded but the impact you can have with iLRN conference goes AND the public could be quite meaningful. You’ll find an option to signal your interest for that in the form also <https://tally.so/r/ZjzGzv>

Submitting and participating is optional, but strongly encouraged. The Immersive Learning Research Network is a public not-for-profit that aims to bring the knowledge of immersive learning to EVERYONE. Help us improve our reach. The virtual campus is one of the ways iLRN2026 extends the conference beyond the scheduled session slots — and your work deserves to be part of it.

Questions? send email to [info@immersivelrn.org](mailto:info@immersivelrn.org) and we'll get back to you.

Warm regards and hope to see you online soon!