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 iLRNpublishing 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.

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