

0.0 About the 2026 Conference Online Hosts Book

Establishing this book as the shared foundation for co-creating the online dimension of iLRN 2026, where our global community convenes to imagine and practice the future of immersive learning.

Overview

The online conference is more than a digital prelude to Athens — it is the **gathering point of our global association of immersive learning professionals**, where community members from every region, discipline, and practice area first come together. In this space we **co-create knowledge, test ideas, exchange practices, and cultivate relationships** that will ripple forward into the in-person conference and beyond.

This book serves as the **single source of record** for planning, organizing, and executing the Online Hosts' responsibilities across the iLRN Frame VR campus and XR platforms. It integrates the technical, logistical, and cultural work of hosting with the **creative, collaborative spirit of our community of practice**.

How to Use this Book

- **Shared Foundation:** This is the authoritative reference for all Online Host responsibilities and procedures.
- **Grounded in Online & Virtual Engagement strategies, techniques, and measures**
- **Collaborative Living Document:** Contribute updates, innovations, and lessons so that our collective knowledge evolves with the conference.
- **Bridge to Athens:** Use this book to align online activities with the Athens convening, ensuring continuity across modalities.
- **Cross-Pollination:** Link to other Codex books (e.g., Local Hosts, Program Chairs, Virtual Campus) to ensure our online hosting is woven into the full Knowledge Tree.

Audience

This book is intended for:

- Online Hosts and moderators supporting the Frame VR campus and XR experiences
- General Chairs, Program Committees, and Track Leads coordinating session delivery
- Volunteers assisting with orientation, community engagement, and live support
- iLRN Governing Body members seeking oversight of online conference practices

Core Principles

Online hosting should be guided by:

1. **Community First:** Centering participants as co-creators, not just attendees.
2. **Creativity & Play:** Designing online experiences that spark imagination and joyful interaction.
3. **Collaboration:** Facilitating highly interactive exchanges that mirror the best of professional practice.
4. **Global Reach:** Ensuring equitable access across regions, languages, and time zones.
5. **Continuity:** Creating momentum that flows naturally into the Athens gathering and sustains connections afterward.

Keywords: online hosts, community of practice, iLRN, Frame VR, global convening, immersive learning, collaboration, creativity, continuity

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