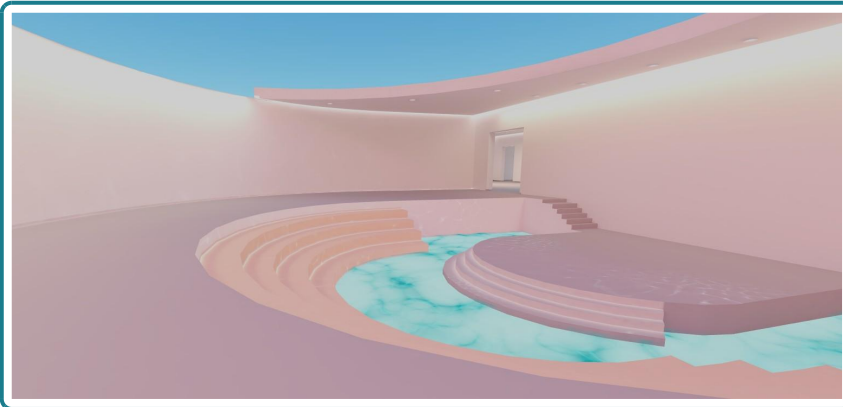
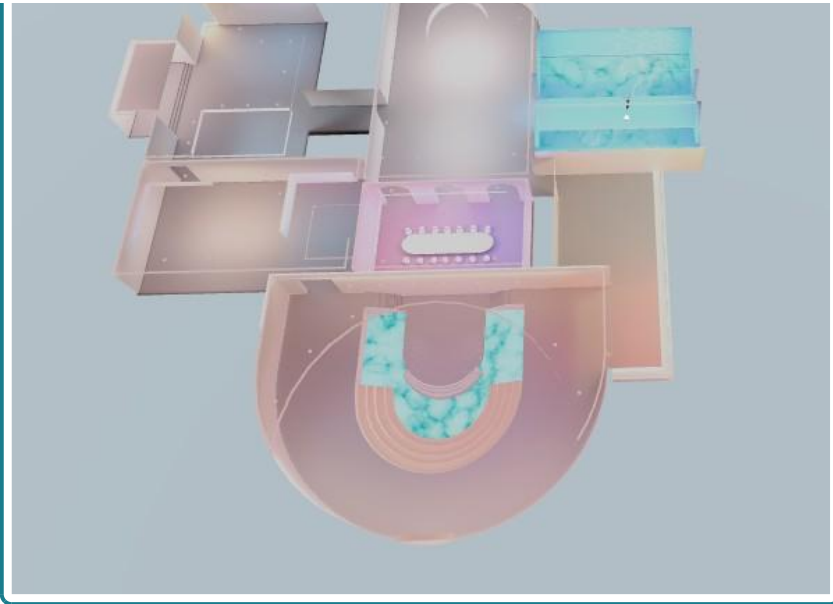


(1) Branch/House/Track #1:
Foundations of Immersive
Learning (Computer Science,
Game Design/UX, Learning
Sciences)



The current Foundations frame includes a gallery and an auditorium for large presentations or events (shown above). As of March 20, 2026, it has not been decorated or assigned to host regular activities.

BH-01 Foundations of Immersive Learning

Frame Type	Branch House	Status	OPEN
Track / Branch	Knowledge Tree	Capacity	50 users
FrameVR URL	https://framevr.io/house1-foundations		
Verification Form	[Tally Form TBA]		

Frame Purpose

The foundational academic home of the Knowledge Tree — the entry point into immersive learning research for newcomers and an anchor for established scholars. This Frame hosts the broadest disciplinary scope on campus, spanning theoretical grounding, historical context, and cross-cutting research methods in immersive learning.

Frame type context: Branch Houses are persistent disciplinary anchors. They host a central meeting area, image boards linking to the Codex and forums, and a showcase zone. They serve all three network lenses: academic (Tree), practitioner (Garden), and futures (Lantern).

1 Ownership & Governance

Frame Lead / Owner	
Content Contributors	
Technical Steward	
Accessibility Reviewer	
Last Updated	

2 Learning Design Requirements — UDL 3.0

Foundations will attract both seasoned immersive-learning researchers and newcomers to the field. The space must scaffold without patronizing — clear orientation for newcomers, open depth for experts.

UDL: As the broadest-scope Branch House, BH-01 must be especially welcoming to first-time visitors. Multiple means of engagement are the priority: clear pathways for both newcomers (guided) and returning researchers (open exploration).

	Universal Requirements (all frames)	Criterion / Pass Threshold
<input type="checkbox"/>	Purpose statement posted in Frame at the entry zone	<i>Visible within 10 sec of entering</i>
<input type="checkbox"/>	Orientation cues for newcomers (what this space is, what to do)	<i>Confirmed by a blind test with volunteer</i>
<input type="checkbox"/>	Asynchronous contribution pathway available (forum, Codex, Discord link)	<i>At least 1 async pathway; URL live</i>
<input type="checkbox"/>	Content accessible in text form via Codex (Representation — UDL)	<i>Codex page live and linked in Frame</i>

<input type="checkbox"/>	No color-only navigation cues — all zones/portals have text labels	<i>Confirmed by reviewer</i>
<input type="checkbox"/>	Emotional tone is welcoming; language is jargon-free at entry	<i>Confirmed by reviewer external to Frame team</i>
	Frame-Specific Requirements	Criterion / Pass Threshold
<input type="checkbox"/>	Cross-disciplinary welcome board present (acknowledges all 10 branch tracks)	<i>Board present at entry</i>
<input type="checkbox"/>	'New to iLRN?' pathway clearly signed	<i>Signposted from entry zone</i>

3 Design & Build Checklist

	Layout & Purpose	Criterion / Pass Threshold
<input type="checkbox"/>	Frame purpose defined in one sentence, posted at entry	<i>Written purpose statement visible</i>
<input type="checkbox"/>	Environment size matches use case	<i>Appropriate environment selected; not over/undersized</i>
<input type="checkbox"/>	Central meeting / focal area identifiable within 10-15 sec	<i>Walk-through test by reviewer</i>
	Navigation	Criterion / Pass Threshold
<input type="checkbox"/>	Minimum 2 outgoing portal links to other Frames	<i>≥ 2 portals; 0 dead ends</i>
<input type="checkbox"/>	Consistent portal visual language (campus-wide asset style)	<i>Matches campus portal standard</i>
<input type="checkbox"/>	Navigation path from entry to any key area ≤ 15 seconds	<i>Timed walk-through by reviewer</i>
<input type="checkbox"/>	All portal destinations confirmed live	<i>Click-tested by reviewer</i>
	Signage	Criterion / Pass Threshold
<input type="checkbox"/>	All text legible on mobile screen at default eye level without zooming	<i>Phone screen test</i>
<input type="checkbox"/>	No signage relies on color alone	<i>Label or icon accompanies all colour-coded elements</i>
	Zone Setup (if zones are used)	Criterion / Pass Threshold
<input type="checkbox"/>	'Restrict all assets to zones' enabled if zones are in use	<i>Frame settings → restrict assets = ON</i>
<input type="checkbox"/>	Each zone has a named purpose	<i>Zone names visible in Frame settings</i>

4 Performance & Asset Budget — check via Frame Settings → Performance Rating or ?debug=true

FrameVR targets: ≤ 200 draw calls · ≤ 130,000 active faces · ≤ 20 materials. FPS target: 60 desktop, ≥ 40 minimum desktop, ≥ 30 iOS Safari.

	Performance Monitor Readings	Criterion / Pass Threshold
<input type="checkbox"/>	FPS ≥ 40 on desktop (Chrome/Edge)	Target 60; below 40 = must fix
<input type="checkbox"/>	FPS ≥ 30 on iOS Safari mobile	Must pass before launch
<input type="checkbox"/>	Draw call count ≤ 200	Babylon Inspector → Stats
<input type="checkbox"/>	Active face/poly count ≤ 130,000	Babylon Inspector → Stats
<input type="checkbox"/>	Material count ≤ 20	Babylon Inspector → Stats
<input type="checkbox"/>	Performance Rating not flagged RED in Frame Settings	Yellow = caution; Red = block launch
	Asset Hygiene	Criterion / Pass Threshold
<input type="checkbox"/>	All images compressed before import (squosh.app)	No raw camera/screen captures
<input type="checkbox"/>	No Sketchfab model imported without poly-count review	Flagged models resolved or documented
<input type="checkbox"/>	Unused assets deleted (not just hidden)	Assets list contains only active assets 🚨 Check with the owner of the asset before deletion!!
	Media Settings	Criterion / Pass Threshold
<input type="checkbox"/>	All videos set to NOT autoplay	Each video asset → autoplay = OFF
<input type="checkbox"/>	Webcam/streaming screens disabled unless live event	Default OFF; enable only during live sessions
<input type="checkbox"/>	No Smoke particle effects in use	High GPU cost; zero tolerance
<input type="checkbox"/>	Animated objects minimized	Each loop adds ongoing GPU cost

FPS Desktop	
FPS iOS Safari	
Draw Calls	
Poly Count	
Materials	
Perf. Rating	

5 Content & Boards Checklist

	Codex & Community Links	Criterion / Pass Threshold
<input type="checkbox"/>	Codex page URL embedded as board or link in Frame	<i>BookStack page URL live and linked</i>
<input type="checkbox"/>	Forum / InVision Community thread linked	<i>Thread URL confirmed live</i>
	Content Boards	Criterion / Pass Threshold
<input type="checkbox"/>	Image board(s) populated with track-relevant content	<i>At least 1 board with real content, not placeholder</i>
<input type="checkbox"/>	Upcoming events board posted and dated	<i>Event title + date visible; past events removed</i>
<input type="checkbox"/>	Showcase zone set up for presenter / author work	<i>Distinct area labelled Showcase or equivalent</i>
<input type="checkbox"/>	Presenter / author content loaded or linked	<i>Confirmed with content owner</i>
	Conference-Specific Elements	Criterion / Pass Threshold
<input type="checkbox"/>	Greek cultural / scavenger hunt artifact placed (if assigned)	<i>Confirm with George / Greek team</i>
<input type="checkbox"/>	Quest clue placed correctly (if this Frame is a quest stop)	<i>Cross-check against quest master list</i>
<input type="checkbox"/>	Tally.so submission form linked (if track accepts submissions)	<i>Tally form URL confirmed and tested</i>

6 Planned Activities & Events

Activity / Event	Date	Owner	Status

7 Connected Frames & Portals

Destination Frame	Portal Type	Notes
iLRN Central (HUB-03)	Return portal	Primary inbound route
Assessment & Evaluation (BH-02)	Branch-to-Branch	Methodological overlap
IDEAS (BH-04)	Branch-to-Branch	Equity in immersive learning

8 Asset Inventory

Asset Name / Description	Poly Count	File Size	Owner

9 Accessibility Sign-Off — reviewer must complete this, not the Frame owner

	Wayfinding & Legibility	Criterion / Pass Threshold
<input type="checkbox"/>	New user orients within 10 seconds without prior knowledge	Blind test with volunteer
<input type="checkbox"/>	All text boards legible on mobile at default eye level	Phone screen test
<input type="checkbox"/>	No element identified by colour or spatial position alone	Confirmed with audio OFF
	Inclusivity	Criterion / Pass Threshold
<input type="checkbox"/>	No flashing or strobing effects	Zero tolerance — photosensitivity risk
<input type="checkbox"/>	Critical content accessible from a stationary avatar position	No movement required to read key boards
<input type="checkbox"/>	Language on all boards is plain and welcoming to newcomers	Reviewed by someone outside Frame team
	Device & Bandwidth	Criterion / Pass Threshold
<input type="checkbox"/>	Fully usable on Chrome / Edge desktop	Full navigation completed without crash
<input type="checkbox"/>	Usable on iOS Safari mobile	Full navigation completed without crash or major lag
<input type="checkbox"/>	Loads within 30 sec on Slow 3G (Chrome DevTools → Network → Slow 3G)	Slow 3G test completed and passed

	Sign-Off	Criterion / Pass Threshold
<input type="checkbox"/>	Reviewer name and date recorded below	<i>Required before Frame status = Ready</i>

Reviewed By	
Review Date	
Outcome	
Follow-Up Items	

10 Codex Integration

Codex Book / Chapter	
Codex Page URL	
Last Synced	
Outstanding Codex Tasks	

11 Additional Notes & Open Questions

Revision #1

Created 24 April 2026 09:10:13 by Charlene Hardin

Updated 24 April 2026 09:10:13 by Charlene Hardin