

(10) Branch/House/Track #10: Self- and Co-Regulated Learning



The current House 10 frame includes a floating gallery for presentations or events (shown above). As of January 29, 2026, it has not been decorated or assigned to host regular activities.

BH-10 Self & Co-Regulated Learning (SciLE)

Frame Type	Branch House	Status	OPEN
Track / Branch	Self & Co-regulated Learning	Capacity	50 users
FrameVR URL	https://framevr.io/house10-scile		

Frame Purpose

The disciplinary home for research on how learners regulate their own learning processes — and how immersive environments support or hinder self-regulation and collaborative regulation. This Frame explores metacognition, motivation, agency, and the social dimensions of learning in XR contexts.

Frame type context: Branch House — persistent disciplinary anchor. SciLE is conceptually connected to UDL goal of learner agency, making it a natural ally of the IDEAS and Foundations branches.

1 Ownership & Governance

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

2 Learning Design Requirements — UDL 3.0

: observation that learning in VR is invisible resonates strongly here: self-regulation processes are internal and not easily observed. The Frame should surface methods for supporting and observing self-regulation in XR contexts.

UDL: UDL 3.0 goal — learner agency that is purposeful & reflective, resourceful & authentic, strategic & action-oriented — is the direct outcome that Self & Co-Regulated Learning research aims to understand. This Frame should make that connection explicit.

	Universal Requirements (all frames)	Criterion / Pass Threshold
<input type="checkbox"/>	Purpose statement posted in Frame at 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 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 colour-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"/>	UDL 3.0 learner agency connection made explicit (board or text element)	<i>Present and readable from entry zone</i>
<input type="checkbox"/>	Co-regulation examples featured (not only individual self-regulation)	<i>At least 1 collaborative regulation example in showcase</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 colour 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 \geq 40 on desktop (Chrome/Edge)	Target 60; below 40 = must fix
<input type="checkbox"/>	FPS \geq 30 on iOS Safari mobile	Must pass before launch
<input type="checkbox"/>	Draw call count \leq 200	Babylon Inspector \rightarrow Stats
<input type="checkbox"/>	Active face/poly count \leq 130,000	Babylon Inspector \rightarrow Stats
<input type="checkbox"/>	Material count \leq 20	Babylon Inspector \rightarrow 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 (squoosh.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 \rightarrow 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 minimised	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	BookStack page URL live and linked

<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	Measuring self-regulation
Foundations (BH-01)	Branch-to-Branch	Learning theory foundations
State of XR (HUB-01)	Branch-to-Hub	Large events

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	Required before Frame status = Ready

Reviewed By	
Review Date	
Outcome	

Follow-Up Items

10 Codex Integration (BookStack)

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

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