

(6) Branch/Track/House/Track #6: Language, Culture, & Heritage



The current House 6 frame includes a gallery and an auditorium for large presentations or events (shown above). As of January 29, 2026, it has not been decorated or assigned to host regular activities.

BH-06 Language, Culture & Heritage

Frame Type	Branch House	Status	OPEN
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Track / Branch	Language, Culture & Heritage	Capacity	50 users
FrameVR URL	https://framevr.io/house6-language-culture-heritage		

Frame Purpose

The disciplinary home for immersive learning in language acquisition, cultural education, and heritage preservation. This Frame explores how XR creates contexts for authentic language use, cultural immersion, and the preservation and revitalisation of endangered languages and cultural practices.

Frame type context: Branch House — persistent disciplinary anchor. Language and culture are deeply embodied — this Frame design should reflect that, using cultural artifacts as theming elements while respecting cultural sensitivities.

1 Ownership & Governance

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

2 Learning Design Requirements —+ UDL 3.0

Frehlich: Frehlich context and transactional learning principles are especially powerful here: language and culture are learned through participation and exchange, not passive observation. The Frame should invite interaction, not just display.

UDL: Language diversity is a dimension of UDL that is frequently overlooked in XR design. This Frame should model multilingual accessibility: at minimum, boards should acknowledge the multilingual nature of the iLRN global community.

	Universal Requirements (all frames)	Criterion / Pass Threshold
☐	Purpose statement posted in Frame at entry zone	Visible within 10 sec of entering

☐	Orientation cues for newcomers (what this space is, what to do)	<i>Confirmed by blind test with volunteer</i>
☐	Asynchronous contribution pathway available (forum, Codex, Discord link)	<i>At least 1 async pathway; URL live</i>
☐	Content accessible in text form via Codex (Representation — UDL)	<i>Codex page live and linked in Frame</i>
☐	No colour-only navigation cues — all zones/portals have text labels	<i>Confirmed by reviewer</i>
☐	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
☐	Cultural artifacts used as theming are contextually appropriate and respectfully applied	<i>Confirmed with branch contributor or cultural advisor</i>
☐	Multilingual welcome or acknowledgement present	<i>At least one board acknowledges global language diversity</i>

3 Design & Build Checklist

	Layout & Purpose	Criterion / Pass Threshold
☐	Frame purpose defined in one sentence, posted at entry	<i>Written purpose statement visible</i>
☐	Environment size matches use case	<i>Appropriate environment selected; not over/undersized</i>
☐	Central meeting / focal area identifiable within 10-15 sec	<i>Walk-through test by reviewer</i>
	Navigation	Criterion / Pass Threshold
☐	Minimum 2 outgoing portal links to other Frames	<i>≥ 2 portals; 0 dead ends</i>
☐	Consistent portal visual language (campus-wide asset style)	<i>Matches campus portal standard</i>
☐	Navigation path from entry to any key area ≤ 15 seconds	<i>Timed walk-through by reviewer</i>
☐	All portal destinations confirmed live	<i>Click-tested by reviewer</i>
	Signage	Criterion / Pass Threshold
☐	All text legible on mobile screen at default eye level without zooming	<i>Phone screen test</i>

☐	No signage relies on colour alone	Label or icon accompanies all colour-coded elements
	Zone Setup (if zones are used)	Criterion / Pass Threshold
☐	'Restrict all assets to zones' enabled if zones are in use	Frame settings → restrict assets = ON
☐	Each zone has a named purpose	Zone names visible in Frame settings

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

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

	Performance Monitor Readings	Criterion / Pass Threshold
☐	FPS ≥ 40 on desktop (Chrome/Edge)	Target 60; below 40 = must fix
☐	FPS ≥ 30 on iOS Safari mobile	Must pass before launch
☐	Draw call count ≤ 200	Babylon Inspector → Stats
☐	Active face/poly count $\leq 130,000$	Babylon Inspector → Stats
☐	Material count ≤ 20	Babylon Inspector → Stats
☐	Performance Rating not flagged RED in Frame Settings	Yellow = caution; Red = block launch
	Asset Hygiene	Criterion / Pass Threshold
☐	All images compressed before import (squosh.app)	No raw camera/screen captures
☐	No Sketchfab model imported without poly-count review	Flagged models resolved or documented
☐	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
☐	All videos set to NOT autoplay	Each video asset → autoplay = OFF
☐	Webcam/streaming screens disabled unless live event	Default OFF; enable only during live sessions
☐	No Smoke particle effects in use	High GPU cost; zero tolerance
☐	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
☐	Codex page URL embedded as board or link in Frame	<i>BookStack page URL live and linked</i>
☐	Forum / InVision Community thread linked	<i>Thread URL confirmed live</i>
	Content Boards	Criterion / Pass Threshold
☐	Image board(s) populated with track-relevant content	<i>At least 1 board with real content, not placeholder</i>
☐	Upcoming events board posted and dated	<i>Event title + date visible; past events removed</i>
☐	Showcase zone set up for presenter / author work	<i>Distinct area labelled Showcase or equivalent</i>
☐	Presenter / author content loaded or linked	<i>Confirmed with content owner</i>
	Conference-Specific Elements	Criterion / Pass Threshold
☐	Greek cultural / scavenger hunt artifact placed (if assigned)	<i>Confirm with George / Greek team</i>
☐	Quest clue placed correctly (if this Frame is a quest stop)	<i>Cross-check against quest master list</i>
☐	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

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7 Connected Frames & Portals

Destination Frame	Portal Type	Notes
iLRN Central (HUB-03)	Return portal	Primary inbound route
GLAM (BH-03)	Branch-to-Branch	Cultural heritage overlap
IDEAS (BH-04)	Branch-to-Branch	Cultural inclusion
Latin America (SP-01)	Branch-to-Special	Regional cultural connection

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
☐	New user orients within 10 seconds without prior knowledge	Blind test with volunteer
☐	All text boards legible on mobile at default eye level	Phone screen test
☐	No element identified by colour or spatial position alone	Confirmed with audio OFF
	Inclusivity	Criterion / Pass Threshold
☐	No flashing or strobing effects	Zero tolerance — photosensitivity risk
☐	Critical content accessible from a stationary avatar position	No movement required to read key boards
☐	Language on all boards is plain and welcoming to newcomers	Reviewed by someone outside Frame team
	Device & Bandwidth	Criterion / Pass Threshold

☐	Fully usable on Chrome / Edge desktop	Full navigation completed without crash
☐	Usable on iOS Safari mobile	Full navigation completed without crash or major lag
☐	Loads within 30 sec on Slow 3G (Chrome DevTools → Network → Slow 3G)	Slow 3G test completed and passed
	Sign-Off	Criterion / Pass Threshold
☐	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