

# (9) Branch/House/Track #9: Workforce & Industry



*The current House 9 frame includes a small office area with multiple rooms for events (as shown above). As of January 29, 2026, it has not been decorated or assigned to host*

*regular activities.*

## BH-09 Workforce Development & Industry Training

<b>Frame Type</b>	Branch House	<b>Status</b>	<b>OPEN</b>
<b>Track / Branch</b>	Workforce Development & Training	<b>Capacity</b>	50 users
<b>FrameVR URL</b>	<a href="https://framevr.io/house9-workforce">https://framevr.io/house9-workforce</a>		

### Frame Purpose

The disciplinary home for immersive learning in workplace training, professional development, and industry skill-building. This Frame bridges academic research and industry practice — a natural home for iLEAD practitioner voices alongside scholarly work on training effectiveness, transfer of learning, and performance support.

Frame type context: Branch House — persistent disciplinary anchor. Workforce Development has a natural dual audience of researchers and practitioners. The iLEAD Garden lens should be especially prominent here.

### 1 Ownership & Governance

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

### 2 Learning Design Requirements — + UDL 3.0

: pragmatic stance — learning design before technology — is especially resonant in workforce contexts where ROI pressure can drive technology-first decisions. This Frame should model evidence-informed practice.

UDL: Workforce learners span enormous ranges of prior experience, language background, and learning context. UDL's multiple means of engagement is critical: the Frame must support both self-directed learners and those who need structured guidance.

	Universal Requirements (all frames)	Criterion / Pass Threshold
<input type="checkbox"/>	Purpose statement posted in Frame at entry zone	Visible within 10 sec of entering
<input type="checkbox"/>	Orientation cues for newcomers (what this space is, what to do)	Confirmed by blind test with volunteer
<input type="checkbox"/>	Asynchronous contribution pathway available (forum, Codex, Discord link)	At least 1 async pathway; URL live
<input type="checkbox"/>	Content accessible in text form via Codex (Representation — UDL)	Codex page live and linked in Frame
<input type="checkbox"/>	No colour-only navigation cues — all zones/portals have text labels	Confirmed by reviewer
<input type="checkbox"/>	Emotional tone is welcoming; language is jargon-free at entry	Confirmed by reviewer external to Frame team
	Frame-Specific Requirements	Criterion / Pass Threshold
<input type="checkbox"/>	iLEAD practitioner content prominently featured (not only academic/research content)	At least 1 board or showcase item from practitioner perspective
<input type="checkbox"/>	Industry partner acknowledgements present (if applicable)	Confirmed with branch contributor

### 3 Design & Build Checklist

	Layout & Purpose	Criterion / Pass Threshold
<input type="checkbox"/>	Frame purpose defined in one sentence, posted at entry	Written purpose statement visible
<input type="checkbox"/>	Environment size matches use case	Appropriate environment selected; not over/undersized
<input type="checkbox"/>	Central meeting / focal area identifiable within 10-15 sec	Walk-through test by reviewer
	Navigation	Criterion / Pass Threshold
<input type="checkbox"/>	Minimum 2 outgoing portal links to other Frames	≥ 2 portals; 0 dead ends
<input type="checkbox"/>	Consistent portal visual language (campus-wide asset style)	Matches campus portal standard
<input type="checkbox"/>	Navigation path from entry to any key area ≤ 15 seconds	Timed walk-through by reviewer

<input type="checkbox"/>	All portal destinations confirmed live	<i>Click-tested by reviewer</i>
<b>Signage</b>		<b>Criterion / Pass Threshold</b>
<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>
<b>Zone Setup (if zones are used)</b>		<b>Criterion / Pass Threshold</b>
<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.

	<b>Performance Monitor Readings</b>	<b>Criterion / Pass Threshold</b>
<input type="checkbox"/>	FPS ≥ 40 on desktop (Chrome/Edge)	<i>Target 60; below 40 = must fix</i>
<input type="checkbox"/>	FPS ≥ 30 on iOS Safari mobile	<i>Must pass before launch</i>
<input type="checkbox"/>	Draw call count ≤ 200	<i>Babylon Inspector → Stats</i>
<input type="checkbox"/>	Active face/poly count ≤ 130,000	<i>Babylon Inspector → Stats</i>
<input type="checkbox"/>	Material count ≤ 20	<i>Babylon Inspector → Stats</i>
<input type="checkbox"/>	Performance Rating not flagged RED in Frame Settings	<i>Yellow = caution; Red = block launch</i>
<b>Asset Hygiene</b>		<b>Criterion / Pass Threshold</b>
<input type="checkbox"/>	All images compressed before import (squoosh.app)	<i>No raw camera/screen captures</i>
<input type="checkbox"/>	No Sketchfab model imported without poly-count review	<i>Flagged models resolved or documented</i>
<input type="checkbox"/>	Unused assets deleted (not just hidden)	<i>Assets list contains only active assets 🚨 <b>Check with the owner of the asset before deletion!!</b></i>
<b>Media Settings</b>		<b>Criterion / Pass Threshold</b>
<input type="checkbox"/>	All videos set to NOT autoplay	<i>Each video asset → autoplay = OFF</i>

<input type="checkbox"/>	Webcam/streaming screens disabled unless live event	<i>Default OFF; enable only during live sessions</i>
<input type="checkbox"/>	No Smoke particle effects in use	<i>High GPU cost; zero tolerance</i>
<input type="checkbox"/>	Animated objects minimised	<i>Each loop adds ongoing GPU cost</i>

<b>FPS Desktop</b>	
<b>FPS iOS Safari</b>	
<b>Draw Calls</b>	
<b>Poly Count</b>	
<b>Materials</b>	
<b>Perf. Rating</b>	

## 5 Content & Boards Checklist

	<b>Codex &amp; Community Links</b>	<b>Criterion / Pass Threshold</b>
<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>
	<b>Content Boards</b>	<b>Criterion / Pass Threshold</b>
<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>
	<b>Conference-Specific Elements</b>	<b>Criterion / Pass Threshold</b>
<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
Medical Education (BH-07)	Branch-to-Branch	Healthcare workforce
Assessment & Evaluation (BH-02)	Branch-to-Branch	Training effectiveness measurement
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	<i>Zero tolerance — photosensitivity risk</i>
<input type="checkbox"/>	Critical content accessible from a stationary avatar position	<i>No movement required to read key boards</i>
<input type="checkbox"/>	Language on all boards is plain and welcoming to newcomers	<i>Reviewed by someone outside Frame team</i>
	<b>Device &amp; Bandwidth</b>	<b>Criterion / Pass Threshold</b>
<input type="checkbox"/>	Fully usable on Chrome / Edge desktop	<i>Full navigation completed without crash</i>
<input type="checkbox"/>	Usable on iOS Safari mobile	<i>Full navigation completed without crash or major lag</i>
<input type="checkbox"/>	Loads within 30 sec on Slow 3G (Chrome DevTools → Network → Slow 3G)	<i>Slow 3G test completed and passed</i>
	<b>Sign-Off</b>	<b>Criterion / Pass Threshold</b>
<input type="checkbox"/>	Reviewer name and date recorded below	<i>Required before Frame status = Ready</i>

<b>Reviewed By</b>	
<b>Review Date</b>	
<b>Outcome</b>	
<b>Follow-Up Items</b>	

## 10 Codex Integration

<b>Codex Book / Chapter</b>	
<b>Codex Page URL</b>	
<b>Last Synced</b>	
<b>Outstanding Codex Tasks</b>	

## 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