

# Student Center



The Student Center currently hosts open hours on **Fridays from 8 am to 10 am PST**. It contains the main campus map, an AI assistant, four seasonal skyboxes to select from on the side of the fireplace, a book shelf linked to the [Prelinger Library's Stacks Explorer](#) which provides a novel means of browsing materials online (the collection focuses on 19th and 20th-century historical ephemera, periodicals, maps, and books, focusing on materials often ignored by traditional libraries, such as trade catalogs and promotional materials). This room also features posters and links to current iLRN happenings, as well as a clock linked to [Time Buddy for easy time conversion](#).

## CS-03 iLRN Student Center

Frame Type	Community Space	Status	IN USE
Track / Branch	iLRN ORG	Capacity	50 users
FrameVR URL	<a href="https://framevr.io/student-center">https://framevr.io/student-center</a>		
Notes	Fridays 8-10 Pacific hosted hours		

### Frame Purpose

The primary community hub for student members of the iLRN network — a welcoming, student-centred space that supports professional development, peer networking, mentoring, and participation in the broader iLRN conference. Hosted hours run Fridays 8-10am Pacific, providing a regular structured touchpoint for students across time zones.

Frame type context: Community Space (Functional/Social hybrid) — requires both a structured hosted hours zone and informal gathering space. The regular Friday schedule must be prominently posted.

## 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

: emotional well-being principle is especially important for student participants, who may feel pressure to perform competence in unfamiliar XR environments. The Student Center should actively normalise exploration and error as part of learning.

UDL: Students represent the most diverse range of prior immersive learning experience on campus. UDL Engagement — particularly building relevance and community belonging — is the priority for this space. Students must feel genuinely welcomed, not tolerated.

	<b>Universal Requirements (all frames)</b>	<b>Criterion / Pass Threshold</b>
<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>
	<b>Frame-Specific Requirements</b>	<b>Criterion / Pass Threshold</b>

<input type="checkbox"/>	Friday hosted hours schedule posted prominently (8–10am Pacific; recurring dates listed)	<i>Schedule current and confirmed with host</i>
<input type="checkbox"/>	Student-specific welcome message present (distinct from general iLRN welcome)	<i>Content approved by student lead or organising team</i>
<input type="checkbox"/>	Mentoring or professional development pathway signposted	<i>At least 1 board or link to mentoring resources</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:  $\leq 200$  draw calls ·  $\leq 130,000$  active faces ·  $\leq 20$  materials. FPS target: 60 desktop,  $\geq 40$  minimum desktop,  $\geq 30$  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 → Stats
<input type="checkbox"/>	Active face/poly count $\leq 130,000$	Babylon Inspector → Stats
<input type="checkbox"/>	Material count $\leq 20$	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 <b>⚠️ Check with the owner of the asset before deletion!!</b>
	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 minimised	Each loop adds ongoing GPU cost

<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

	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
Circle of Scholars (CS-01)	Community-to-Community	Academic community connection
Haptics Café (CS-07)	Community-to-Social	Informal social space

## 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	<i>Blind test with volunteer</i>
<input type="checkbox"/>	All text boards legible on mobile at default eye level	<i>Phone screen test</i>
<input type="checkbox"/>	No element identified by colour or spatial position alone	<i>Confirmed with audio OFF</i>
	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>
	Device & Bandwidth	Criterion / Pass Threshold
<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>
	Sign-Off	Criterion / Pass Threshold
<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 (BookStack)

<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 09:10:12 by Charlene Hardin

Updated 24 April 2026 09:10:12 by Charlene Hardin