

# The Thirsty Scholar Debate Hall



*The Thirsty Scholar Debate Hall frame includes a cafe atmosphere (shown above). As of January 29, 2026, it currently hosts [the Digital Well-being 3D Book Club](#), in partnership with [A.T. Stills University](#), with a door linked to the Circle of Scholars location that is also used for book club purposes. Book clubs take place on the second Friday of each month in the afternoon (see calendar for specific details).*

**CS-08 The Thirsty Scholar**

<b>Frame Type</b>	Community Space	<b>Status</b>	<b>OPEN</b>
<b>Track / Branch</b>	iLRN ORG	<b>Capacity</b>	50 users
<b>FrameVR URL</b>	<a href="https://framevr.io/thirsty-scholar">https://framevr.io/thirsty-scholar</a>		
<b>Notes</b>	3D Book Club Fri starting 1/16/2026 (12-month programme)		

## Frame Purpose

The iLRN campus pub and informal scholarly gathering space — a sister social space to the Haptics Café, with a slightly more academic flavour. The Thirsty Scholar hosts the ongoing Friday 3D Book Club (starting 1/16/2026, 12-month programme) and serves as a drop-in space for informal scholarly conversation.

Frame type context: Community Space (Social/Experiential) — experiential design, atmosphere priority. The 12-month Book Club programme makes this a particularly active and persistent space; programming and scheduling must be kept current.

## 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

: The Thirsty Scholar embodies transactional learning principle in its most informal form: knowledge exchange happens through conversation, not curriculum. Design should support that exchange by making it easy for people to gather and talk.

UDL: The Book Club programme must be accessible beyond in-world attendance: asynchronous participation options (forum, Codex discussion) should be linked from the Frame so participants across time zones can engage.

	Universal Requirements (all frames)	Criterion / Pass Threshold
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<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 Book Club schedule posted (1/16/2026 start, recurring weekly, 12-month programme)	<i>Schedule current; dates confirmed with Book Club organiser</i>
<input type="checkbox"/>	Asynchronous Book Club participation pathway present (forum or Codex link)	<i>URL live and tested — for participants who cannot attend live</i>
<input type="checkbox"/>	Atmosphere design confirmed — pub/scholarly gathering feel, not conference room	<i>Reviewer confirms on entry</i>


### 3 Design & Build Checklist

	<b>Layout &amp; Purpose</b>	<b>Criterion / Pass Threshold</b>
<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>
<b>Navigation</b>		<b>Criterion / Pass Threshold</b>
<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>
<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 — featured social link	Signposted from Central
Haptics Café (CS-07)	Social-to-Social	Sister social space
Circle of Scholars (CS-01)	Social-to-Community	Book Club academic connection
Nature & Environmental Sciences (BH-08)	Social-to-Branch	Book Club disciplinary 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
<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 (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 09:10:13 by Charlene Hardin

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