

# Conference Campus & Volunteer Readiness Benchmarks

## iLRN 2026 Virtual Campus

### Campus Build — Benchmarks & Timeline

*April 24 — June 14, 2026*

FrameVR Practice Space: <https://framevr.io/design-guild>

Miro Board for Team Assignments + Kanban: <https://miro.com/app/board/uXjVHd8Mmqk=/>

*Online Conference: June 14-15, 2026 • Theme: From Plato's Cave to Open Immersive Societies*

Team	Focus	Duties
Team A	Campus Infrastructure	Wayfinding, buttons, selfie stations, interactive elements, performance monitoring
Team B	Greek Theme & Scavenger Hunt	Greek cultural elements, scavenger hunt design and placement across all Frames
Team C	Content & Exhibits	Presentation/poster placement, Innovation Gardens exhibits, branch house content. May subdivide into C-1, C-2 etc. as needed.

**Open Hours:** 3x per week through May — primary collaboration and build sessions

**Build Days:** Dedicated full sessions for major milestones — dates to be confirmed

## Phase Overview

Phase	Dates	Focus
0	April 24	Build Day Kickoff — team orientation, frame walkthroughs, task assignment
1	Apr 25 - May 9	Foundation — wayfinding, base infrastructure, scavenger hunt design
2	May 10 - May 23	Content & Interactivity — exhibits, selfie stations, polls/quizzes, Greek elements
3	May 24 - Jun 6	Presentation & Polish — presenter/poster placement, scavenger hunt QA, performance checks
4	Jun 7 - Jun 13	Usability Walkthrough & Final Fixes — freeze on new assets, fix only
<b>LIVE</b>	<b>Jun 14-15</b>	<b>Online Conference — campus open to all participants</b>

## Phase 0 — Build Day Kickoff

**April 24, 2026**

The Build Day is the launch point for the full campus effort. All teams orient to the campus, walk through each Frame, understand their scope, and leave with assigned tasks and a shared understanding of standards and constraints.

Activity	Owner	Notes
Campus walkthrough — all Frames	All Teams	Orient everyone to current state
Performance baseline review	Team A	Share CSV data and budget constraints
Brand guidelines distribution	All Teams	Aegean Deep, Athens Cyan, Agora Orange, Cinzel/Raleway/Lato
Task assignment by team	Team Leads	Each team leaves with a concrete task list
Scavenger hunt concept discussion	Team B	Frame coverage, clue format, Greek theme integration

Establish naming conventions	Team A	Scene names, asset naming, portal labels
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**Benchmark:** All teams oriented, tasks assigned, brand guidelines distributed, scavenger hunt concept agreed.

## Phase 1 – Foundation

April 25 - May 9, 2026

### Team A – Campus Infrastructure

Benchmark	Target Date	Status
Wayfinding poster design finalised (brand-compliant)	May 2	<input type="checkbox"/> <i>Not started</i>
Wayfinding posters placed in all Frames	May 9	<input type="checkbox"/> <i>Not started</i>
Navigation button set designed (compressed PNGs, brand palette)	May 2	<input type="checkbox"/> <i>Not started</i>
Navigation buttons placed in all Frames	May 9	<input type="checkbox"/> <i>Not started</i>
iLRN_Central Bot Configuration	May 9	<input type="checkbox"/> <i>Not started</i>
LIVE / DRAFT scenes established in all active Frames	May 2	<input type="checkbox"/> <i>Not started</i>
Performance CSV baseline captured for each Frame DRAFT	May 9	<input type="checkbox"/> <i>Not started</i>

### Team B – Greek Theme & Scavenger Hunt

Benchmark	Target Date	Status
Scavenger hunt structure finalised — number of stops, clue format, prize/recognition	May 2	<input type="checkbox"/> <i>Not started</i>
Frame assignments for each scavenger hunt stop confirmed	May 2	<input type="checkbox"/> <i>Not started</i>
Greek cultural asset list drafted (artifacts, imagery, text)	May 9	<input type="checkbox"/> <i>Not started</i>

Asset compression standards confirmed with Team A	May 2	<input type="checkbox"/> <i>Not started</i>
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### Team C — Content & Exhibits

Benchmark	Target Date	Status
Exhibit plan for Innovation Gardens drafted	May 9	<input type="checkbox"/> <i>Not started</i>
Branch House content priorities identified per room	May 9	<input type="checkbox"/> <i>Not started</i>
Presenter/poster submission process confirmed	May 9	<input type="checkbox"/> <i>Not started</i>

## Phase 2 — Content & Interactivity

May 10 - May 23, 2026

### Team A — Campus Infrastructure

Benchmark	Target Date	Status
Selfie station(s) designed and placed	May 16	<input type="checkbox"/> <i>Not started</i>
Interactive elements placed — polls, quizzes, trigger buttons, sound	May 23	<input type="checkbox"/> <i>Not started</i>
iLRN_Central Agora scene configured (second mode for facilitated discussion)	May 23	<input type="checkbox"/> <i>Not started</i>
Performance check — all Frames with Phase 1 assets in place	May 16	<input type="checkbox"/> <i>Not started</i>
Any Frames flagged RED in performance resolved	May 23	<input type="checkbox"/> <i>Not started</i>

### Team B — Greek Theme & Scavenger Hunt

Benchmark	Target Date	Status
Greek cultural assets placed in assigned Frames	May 23	<input type="checkbox"/> <i>Not started</i>
Scavenger hunt clues written and reviewed	May 16	<input type="checkbox"/> <i>Not started</i>

Scavenger hunt clue objects placed in all assigned Frames	May 23	<input type="checkbox"/> <i>Not started</i>
Participant instruction sheet / entry point for scavenger hunt drafted	May 23	<input type="checkbox"/> <i>Not started</i>

### Team C — Content & Exhibits

Benchmark	Target Date	Status
Innovation Gardens exhibit layout placed and populated	May 23	<input type="checkbox"/> <i>Not started</i>
Branch House room content populated (at minimum: artwork, buttons, audio, poster)	May 23	<input type="checkbox"/> <i>Not started</i>
Additional exhibit content placed where available	May 23	<input type="checkbox"/> <i>Not started</i>

### Volunteer Milestone: Campus Familiarisation — May 23

All confirmed online volunteers complete a guided walkthrough of the virtual campus. Goal is familiarisation — not training on roles yet. Volunteers should leave knowing how to navigate the space, where key Frames are, and how to use the whiteboard and interactive elements.

Volunteer Benchmark	Target Date	Status
Volunteer list confirmed — online roles identified	May 16	<input type="checkbox"/> <i>Not started</i>
Campus familiarisation session held (guided walkthrough, all key Frames)	May 23	<input type="checkbox"/> <i>Not started</i>
Volunteer questions and concerns logged for Phase 3 briefing	May 23	<input type="checkbox"/> <i>Not started</i>

## Phase 3 — Presentation & Polish

May 24 - June 6, 2026

### Team A — Campus Infrastructure

Benchmark	Target Date	Status
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Final performance CSV captured for all Frames	Jun 1	<input type="checkbox"/> <i>Not started</i>
All Frames passing performance thresholds (avg FPS $\geq$ 40)	Jun 6	<input type="checkbox"/> <i>Not started</i>
All portal links tested and confirmed live	Jun 6	<input type="checkbox"/> <i>Not started</i>
All Frames set to correct LIVE scene	Jun 6	<input type="checkbox"/> <i>Not started</i>

## Team B – Greek Theme & Scavenger Hunt

Benchmark	Target Date	Status
Full scavenger hunt walkthrough completed by Team B	Jun 1	<input type="checkbox"/> <i>Not started</i>
All clues confirmed findable and functional	Jun 1	<input type="checkbox"/> <i>Not started</i>
Scavenger hunt instructions published / linked from campus entry point	Jun 6	<input type="checkbox"/> <i>Not started</i>

## Team C – Content & Exhibits

Benchmark	Target Date	Status
Presenter poster/content placed in all assigned Frames	Jun 1	<input type="checkbox"/> <i>Not started</i>
All exhibit content confirmed with content owners	Jun 1	<input type="checkbox"/> <i>Not started</i>
Codex pages updated to reflect final Frame state	Jun 6	<input type="checkbox"/> <i>Not started</i>

### Volunteer Milestone: Role Briefing & Shift Assignment – June 1

Volunteers are assigned to specific roles and time slots. Given the 48-hour online conference spans multiple timezones, shifts should be structured in 6-8 hour blocks with clear handoff protocols. Each volunteer should know their Frame(s), their role, their shift window in their local timezone, and who they hand off to.

Volunteer Benchmark	Target Date	Status
Shift schedule drafted – 48-hour coverage mapped across timezones	May 28	<input type="checkbox"/> <i>Not started</i>
Volunteer role briefing session held – responsibilities, protocols, escalation path	Jun 1	<input type="checkbox"/> <i>Not started</i>

Each volunteer confirmed in their shift slot and timezone verified	Jun 1	<input type="checkbox"/> <i>Not started</i>
Handoff protocol documented and distributed to all volunteers	Jun 1	<input type="checkbox"/> <i>Not started</i>
Volunteer rehearsal / live practice session in campus	Jun 5	<input type="checkbox"/> <i>Not started</i>
All volunteers confirmed ready — GO / NO GO	Jun 6	<input type="checkbox"/> <b>GO</b> <input type="checkbox"/> <b>NO GO</b>

## Phase 4 — Usability Walkthrough & Final Fixes

June 7 - June 13, 2026

### Asset Freeze: June 7

No new assets added after June 7. This phase is fixes and testing only. Any new content requests after this date are deferred to post-conference.

### Usability Walkthrough — All Teams

Test	Method	Owner
New user orients in each Frame within 10 seconds	Blind test with volunteer	Team A
All portal links live and correctly labelled	Click-through test	Team A
All interactive elements functional (polls, buttons, sound, quizzes)	Live test	Team A
Scavenger hunt completable end to end	Full run-through	Team B
All presenter/poster content displaying correctly	Visual check	Team C
Mobile usability — legible text, navigable on iOS Safari	Phone test	Team A
FPS $\geq$ 40 in all Frames under load	Performance CSV	Team A
No flashing, strobing, or inaccessible elements	Accessibility check	All Teams

Benchmark	Target Date	Status
Usability walkthrough complete — all Frames signed off	Jun 10	<input type="checkbox"/> <i>Not started</i>
All critical issues resolved	Jun 12	<input type="checkbox"/> <i>Not started</i>
Final scene check — all Frames on LIVE scene	Jun 13	<input type="checkbox"/> <i>Not started</i>
Volunteer final check-in — all shifts confirmed, any last questions resolved	Jun 13	<input type="checkbox"/> <i>Not started</i>
<b>Campus READY</b>	<b>Jun 13</b>	<input type="checkbox"/> <b>GO</b> / <input type="checkbox"/> <b>NO GO</b>

## Performance Standards Reference

All Frames must meet these thresholds before Phase 4 sign-off.

Metric	Target	Minimum	Notes
FPS Desktop	60	40	Below 40 = must fix before launch
FPS iOS Safari	40	30	Must pass before launch
Draw Calls	≤ 150	≤ 200	Babylon Inspector → Stats
Active Faces	≤ 130,000	Real-world ~330k OK if FPS holds	Monitor closely
Performance Rating	Green	Yellow (caution)	Red = block launch
Base environment materials cost	56 (pre-loaded)	—	Every added asset comes out of remaining headroom

*Lesson learned April 10: removing 19 uncompressed images improved average FPS from 10 to 60. Compress all images through squoosh.app before upload. Reuse assets wherever possible — every unique file costs a material slot.*

## Asset & Branding Standards

### Brand Palette

Name	Hex	Use
Aegean Deep	#1B3B6F	Primary — headings, key UI elements
Athens Cyan	#36BAE7	Secondary — accents, links, highlights
Agora Orange	#E07840	Accent — calls to action, alerts, energy

## Typography

Role	Font
Display	Cinzel
Headings	Raleway
Body	Lato

## Image Compression Rules

- **All images** — compress through squoosh.app before upload — no raw exports
- **Maximum PNG size** — 512px wide for wall-mounted posters; 256px for UI elements and buttons
- **Reuse assets** — wherever possible — identical buttons/signs should be the same uploaded file, not duplicates
- **One material per unique file** — every new upload costs a material slot
- **No Sketchfab models** — without poly count review and Team A approval

## Open Questions & Notes

*[Notes, open questions, decisions pending]*

**Questions?** Contact the iLRN build team via Discord or the Codex discussion thread. •  
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Revision #4

Created 24 April 2026 09:03:30 by Charlene Hardin

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