

# iLRN2026 Virtual Campus design guidelines / template

## iLRN 2026 Virtual Campus

**[Frame ID + #] — [Frame Name]**

*(HUB = Hub/High Traffic Frame, CS = Community Space, SP = Special Project, BH = Branch House)*

Development & Accessibility Checklist Template

[Campus Location Image or Map]

[Caption or additional information about space]

**example: BH-05 Science, Technology, Engineering & Mathematics (STEM)**

<b>Frame Type</b>	(ex. Branch House, BH)	<b>Status</b>	<b>OPEN</b>
<b>Track / Branch</b>	(ex. STEM Education)	<b>Capacity</b>	(ex. 50 users)
<b>FrameVR URL</b>	<a href="https://framevr.io/your-frame-url">[https://framevr.io/your-frame-url]</a> **see Executive Workbench main spreadsheet		

**Frame Purpose**

[Describe the purpose of this Frame in 2-3 sentences. What is it for? Who is it for? What does it contribute to the campus?]

Frame type context: [Frame type] — [brief description of frame type role and any curatorial notes specific to this track or space.]

## 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

[Frame-specific learning design note: Describe any particular learner diversity considerations, engagement challenges, or pedagogical requirements relevant to this track or frame type.]

UDL: [Frame-specific UDL note — describe which UDL principles are most relevant to this track and how the Frame design should respond to them.]

	<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 color-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 a reviewer external to Frame team</i>
	<b>Frame-Specific Requirements</b>	<b>Criterion / Pass Threshold</b>
<input type="checkbox"/>	[Frame-specific requirement 1 — describe a design or content requirement unique to this frame or track]	<i>[Pass threshold]</i>
<input type="checkbox"/>	[Frame-specific requirement 2 — describe a second design or content requirement unique to this frame or track]	<i>[Pass threshold]</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 is 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 the 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 is legible on mobile screen at default eye level without zooming	<i>Phone screen test</i>
<input type="checkbox"/>	No signage relies on color alone	<i>Label or icon accompanies all color-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.

	Performance Monitor Readings	Criterion / Pass Threshold
<input type="checkbox"/>	FPS ≥ 40 on desktop (Chrome/Edge)	Target 60; below 40 = must fix
<input type="checkbox"/>	FPS ≥ 30 on iOS Safari mobile	Must pass before launch
<input type="checkbox"/>	Draw call count ≤ 200	Babylon Inspector → Stats
<input type="checkbox"/>	Active face/poly count ≤ 130,000	Babylon Inspector → Stats
<input type="checkbox"/>	Material count ≤ 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 minimized	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


## 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	Zero tolerance — photosensitivity risk
<input type="checkbox"/>	Critical content accessible from a stationary avatar position	No movement required to read key boards
<input type="checkbox"/>	Language on all boards is plain and welcoming to newcomers	Reviewed by someone outside Frame team
	Device & Bandwidth	Criterion / Pass Threshold
<input type="checkbox"/>	Fully usable on Chrome / Edge desktop	Full navigation completed without crash
<input type="checkbox"/>	Usable on iOS Safari mobile	Full navigation completed without crash or major lag
<input type="checkbox"/>	Loads within 30 sec on Slow 3G (Chrome DevTools → Network → Slow 3G)	Slow 3G test completed and passed
	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 09:17:48 by Charlene Hardin  
 Updated 24 April 2026 09:18:06 by Charlene Hardin