iLRN Virtual Campus 2027

Road to Daegu Theme:

XR + AI Collaboration: Co-Creating Knowledge through Globally Situated Communities of Practice

10-Month Programming Calendar • September 2026 – June 2027

Last edit:July 16, 2027

Built from the existing iLRN activity guide, sequenced to build community momentum toward iLRN2027 in Daegu, Republic of Korea. The conference theme, *co-creating knowledge through XR + AI collaboration*, is threaded through every month via a recurring "Road to Daegu" element alongside the established weekly and seasonal programming.

Key Conference Dates

Milestone	Date	Format
iLRN Virtual Campus — live conference programming	**June 11–13, 2027**	Online, all geographic chapters
iLRN2027 In-Person Conference	**June 26–29, 2027**	Kyungpook National University, Daegu, Republic of Korea
Conference theme	**AI + XR**	XR + AI Collaboration: Co-Creating Knowledge through Globally Situated Communities of Practice

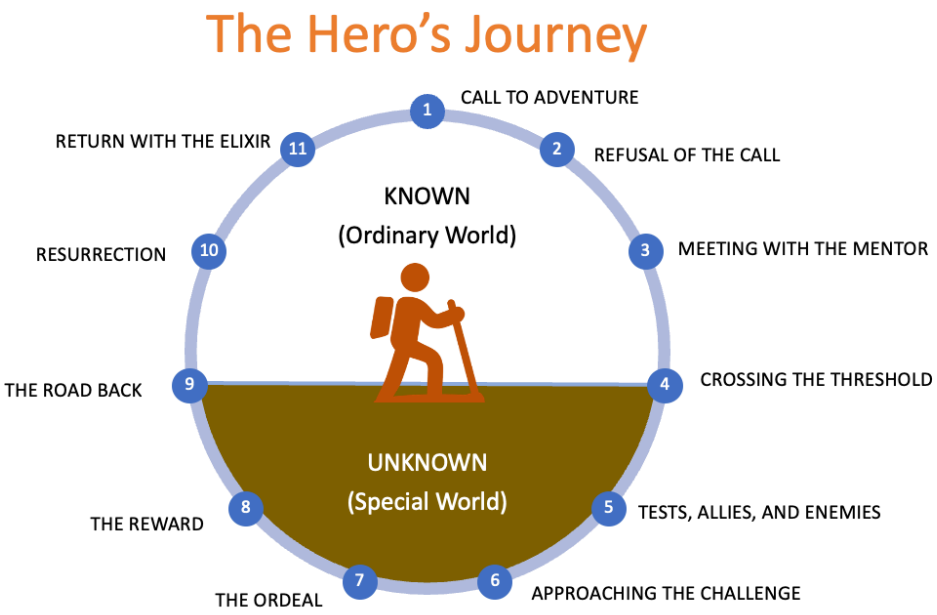
This calendar starts September 2026, right after the current iLRN2026 Open Hours wind-down (Fridays through August), and runs through the June 2027 conference window.

Weekly Rhythm (every week, all ten months)

Open Hours: Fridays, 8–10am Pacific — Student Center, FrameVR Virtual Campus. Standing drop-in, unchanged week to week. (Alternate additional hours TBD)

Hands-On Lab: A second weekly slot that rotates through Rapid Prototyping Night, Game Tasting Night, and Immersive Tech Playground, so each one comes back around regularly rather than showing up once. The month-by-month flavor is called out below.

Following the Metaphor of the Hero's Journey



Immersive Learning Research Network

The iLRN Hero's Road to Daegu 2027



The journey to iLRN 2027 begins long before we arrive in Daegu. Inspired by the **Hero's Journey**, this year-long roadmap follows the iLRN community from September's first "Call to Adventure" through exploration, collaboration, experimentation, and preparation, ultimately leading to the conference itself. Along the way, researchers and practitioners will connect through activities, workshops, celebrations, and shared challenges centered on **XR + AI Collaboration: Co-Creating Knowledge through Globally Situated Communities of Practice.** The journey doesn't end in Daegu. We return to our own communities with new knowledge, connections, and ideas, ready to put what we have learned into practice and prepare for the next adventure.

Monthly Calendar

Every month below follows the same five-part shape: Open Hours and Hands-On Lab (the weekly constants), then a monthly Campus Crawl, a dedicated Community Building event, and that month's research focus with its Road to Daegu tie-in.

September 2026 — *Welcome Back — Launching Road to Daegu*

Open Hours: Weekly, Student Center. (2x/week?)

Hands-On Lab: Immersive Tech Playground — testing this season's new AI+XR tools together. (4 rooms, 4 talks, transcribed in English but any language can be spoken)

Campus Crawl: Welcome Back Crawl — orientation-format tour re-introducing the campus after the summer break.(Learning Lab 1, accessibility and orientation talk?)

Community Building: Trivia Night — season-opener edition, immersive learning and ed-tech trivia. (Kick Off)

Focus & Road to Daegu: iLRN2026 Highlights Recap & Preview, closing out the Athens cycle. Launch the "Road to Daegu" Discord thread and Codex countdown page; reopen volunteer sign-ups for fall build days.

October 2026 — *Idea Harvest — Why AI + XR*

Open Hours: Weekly, Student Center.

Hands-On Lab: Game Tasting Night — educational game mechanics, with an AI+XR design angle.

Campus Crawl: Spooky Crawl & Party — guided Halloween-themed tour of decorated Branch Houses. Culminates in social event with AI/XR/Halloween/Spooky-season-themed game.

Community Building: Spooky Learning Stories → "AI Horror Stories" edition, paired with AI Show & Tell.

Focus & Road to Daegu: Method Monday (AI-assisted research methods) and the Harvesting Insights showcase. First Global Perspectives feature spotlights South Korean immersive learning research and Kyungpook National University.

November 2026 — *Thirty Days of NOVation*

Open Hours: Weekly, Student Center.

Hands-On Lab: Rapid Prototyping Night — first pass at demo concepts, AI tools focus. Prompts available and/or people can workshop their own ideas.

Campus Crawl: NOVation "Gem Hunt" Crawl — tour tied to the month's mini-presentations/showcase/lightning talks. Looking for gems and discussing our favorite "finds".

Community Building: Interdisciplinary Mixers — connecting XR and AI researchers across fields. (GenAI Charades)

Focus & Road to Daegu: Thirty Days of NOVation — daily mini-presentations fed by weekly AI Show & Tell submissions. Special Track proposal season opens.

December 2026 — *The Grand Gift Exchange of Ideas*

Open Hours: Weekly, Student Center.

Hands-On Lab: Immersive Tech Playground, blended with a Winter AI Show & Tell reflecting on the year's favorite development tools for XR or immersion using AI.

Campus Crawl: Holiday Lights Crawl — social, lightly decorated tour.

Community Building: Gift Exchange of Ideas (Secret Santa-style tool/resource swap) plus Holiday Trivia Night, with a Daegu/Korea culture round.

Focus & Road to Daegu: Codex countdown page adds venue details, travel notes, and a short primer on Kyungpook National University.

January 2027 — *New Year for Global Perspectives — Korea Focus Solar/Lunar New Year*

Open Hours: Weekly, Student Center.

Hands-On Lab: Game Tasting Night.

Campus Crawl: Global Perspectives Crawl — stops themed around Korean culture and the host city.

Community Building: Chapter Connect Mixer — informal meet-and-greet with iLRN's Asia-Pacific / Korea chapter members.

Focus & Road to Daegu: Global Perspectives Monthly spotlight and an Ethics & Implications Forum on AI ethics. Open build-hours for prospective Special Track chairs drafting proposals.

February 2027 — *The Amazing Camera Ready Sprint*

Open Hours: Weekly, Student Center.

Hands-On Lab: Rapid Prototyping Night — second pass, incorporating January's feedback.

Campus Crawl: Branch House Preview Crawl — guided tour of Houses being rebuilt around the AI+XR theme.

Community Building: Trivia Night.

Focus & Road to Daegu: Camera-Ready Support Sessions — drop-in help for accepted authors finalizing formatting, copyright forms, and video abstracts ahead of the camera-ready deadline.

March 2027 — *Research Spring Cleaning*

Open Hours: Weekly, Student Center.

Hands-On Lab: Immersive Tech Playground.

Campus Crawl: Behind-the-Scenes Build Crawl — tour of in-progress conference builds.

Community Building: Design Thinking Workshops — collaborative, low-stakes prototyping sessions. Brainstorming tools, brainstorming using AI, tips for successful design sprints.

Focus & Road to Daegu: Research “Spring Cleaning” plus a workshop on AI-assisted lit-review tools; February's prototypes get refined toward submission.

April 2027 — *Seeds of Innovation*

Open Hours: Weekly, Student Center.

Hands-On Lab: Game Tasting Night.

Campus Crawl: Seeds of Innovation Campus Crawl — this month's tour doubles as the AI+XR pilot showcase.

Community Building: Paper Speed Dating — practicing 3-minute pitches ahead of iLRN2027 submission deadlines.

Focus & Road to Daegu: Academic Renewal Retreat (multi-day) ahead of the final submission push.

May 2027 — *Conference Prep Camp*

Open Hours: Weekly, Student Center.

Hands-On Lab: Rapid Prototyping Night — final polish on demos and posters.

Campus Crawl: Rehearsal Crawl — poster hall walkthrough in presenter-rehearsal format.

Community Building: Game Nights / Game Tastings — lower-stakes community time before the final push.

Focus & Road to Daegu: Conference Prep Camp — intensive workshops on posters, papers, and presentations. Final poster hall placement and presenter rehearsal sessions.

June 2027 — *Arrival — iLRN2027 Live*

Open Hours: Weekly through early June, transitioning into full conference support.

Hands-On Lab: Immersive Tech Playground + Game Tasting Night, combined as a send-off session.

Campus Crawl: Research Olympics Campus Crawl — competitive send-off celebration.

Community Building: Summer Solstice Trivia.

Focus & Road to Daegu: Online Virtual Campus programming June 11–13; in-person conference in Daegu June 26–29 — AI + XR collaboration live.

Notes

This is a first pass sequencing existing ideas against the conference theme and calendar; it doesn't yet reflect facilitator assignments, Discord promotion cadence, or Miro/Kanban tracking. Happy to break any month out into a fuller run sheet.

iLRN Virtual Campus Activity Guide

Engaging the Immersive Learning Research Network on FrameVR

Overview

This guide outlines weekly and seasonal activities designed to keep the iLRN virtual campus vibrant and engaging for academics studying immersive learning technologies. These events foster community building, knowledge sharing, and collaborative research within our virtual environment.

Weekly Regular Activities

Research-Focused Events

Method Monday Weekly deep dives into specific research methodologies used in immersive learning studies, featuring interactive demonstrations and hands-on exploration of different approaches.

AI Show & Tell Participants bring their favorite and most hated AI experiences to discuss and analyze. A forum for sharing both successful implementations and cautionary tales from the world of artificial intelligence in education. ♥MH

Paper Speed Dating Rapid-fire presentations where researchers pitch recent publications in 3-minute lightning rounds, fostering quick knowledge exchange and potential collaborations.

Ethics & Implications Forums Structured discussions examining the ethical considerations and broader societal impacts of immersive learning technologies.

Hands-On Exploration

Immersive Tech Playground Weekly demonstrations of new VR/AR tools and platforms, with participants testing technologies and providing feedback to the community. ♥MH

Design Thinking Workshops Collaborative sessions where groups prototype immersive learning experiences to address specific educational challenges.

Cross-Reality Experiments Comparative analysis sessions examining how the same learning activity performs across different platforms (VR, AR, desktop, mobile).

Community Building

Trivia Night: Immersive learning and educational technology trivia designed with academic flair, testing knowledge while building community connections.

Virtual Campus Crawl: Guided tours through different areas of the FrameVR campus featuring themed stops, interactive activities, and opportunities to explore various virtual learning environments. ♥MH

Interdisciplinary Mixers Events bring together researchers from psychology, education, HCI, and other fields to discover unexpected connections and collaboration opportunities.

Game Nights/Game Tastings: gaming sessions featuring both educational games and games that demonstrate learning principles. Activities include collaborative puzzle-solving, educational board game adaptations in VR, learning game design challenges, and analysis of game mechanics for educational applications. ♥MH

Rapid Prototyping Night: brainstorming and exploration of AI tools for rapid prototyping of educational games and experiences

Global Perspectives Monthly features highlighting immersive learning research and implementations from different countries and cultures around the world.

Seasonal Events

Fall/Autumn

"Harvesting Insights" Annual showcase where researchers present their year's key findings and discoveries, celebrating the academic harvest season.

Virtual Pumpkin Carving Creative challenge where teams design and "carve out" innovative solutions to persistent learning challenges rather than traditional pumpkins.

Spooky Learning Stories Halloween-themed sharing session featuring research "horror stories" and lessons learned from projects that didn't go as planned.

Themed Campus Crawl Special Halloween haunted campus tour featuring spooky learning scenarios and immersive storytelling experiences.

"Thirty Days of NOVation" Daily mini-presentations showcasing breakthrough moments and significant advances in immersive learning throughout the year.

- Calling the Immersive Learning Designer, XR Educator, Extended Reality Developer, Virtual Reality Producer, Augmented Reality Specialist, Mixed Reality Engineer, Immersive Experience Designer, Learning Technologist, Educational Technologist, Instructional Designer, Game-Based Learning Specialist, Serious Games Developer, Simulation Designer, Immersive Media Researcher, XR Research Scientist, Human-Computer Interaction Specialist, User Experience Designer, Interaction Designer, Spatial Computing Developer, Digital Learning Strategist, 3D Artist, 3D Environment Designer, Motion Capture Specialist, Virtual Production Director, Multimedia Learning Developer, Cognitive Scientist, Learning Scientist, AI in Education Specialist, Digital Storytelling Facilitator, Immersive Pedagogy Researcher, Virtual Campus Architect, Learning Experience Designer (LxD), Experiential Learning Specialist, Immersive Training Coordinator, eLearning Developer, Immersive Sound Designer, Audio Spatialization Engineer, Human Factors Researcher, Digital Humanities Scholar, Museum Technologist, Science Communication Designer, Curriculum Developer, Technology Integration Specialist, Simulation-Based Learning Facilitator, Virtual Event Producer, Learning Analytics Specialist, Data Visualization Designer, Digital Twin Developer, Reality Capture Technician, Photogrammetry Specialist, Immersive Systems Engineer, Virtual Lab Coordinator, Educational Game Designer, AI Experience Designer, Haptics Researcher, Instructional Coach, Online Learning Experience Manager, Virtual Collaboration Specialist, Cognitive Presence Researcher, Immersive Assessment Designer, Immersive Content Producer, Extended Reality Integration Manager, Educational Innovation Officer, Immersive Learning Coordinator, Literacy Specialist, XR Storyworld Creator, Digital Culture Researcher, Museum Curator, Learning Experience Researcher, Social VR Facilitator, Digital Pedagogy Specialist, XR Safety & Ethics Officer, Immersive Learning Strategist, XR Project Manager, VR Accessibility Specialist, XR Policy Advisor, Creative Technologist, Immersive Media Producer, XR Community Manager, Training Designer, Simulation Developer, Human Performance Technologist, XR Program Director, Immersive Learning Consultant, Experiential Curriculum Designer, VR/AR Technician, Educational Futurist, XR Learning Architect, Virtual Reality Artist, Immersive Design Researcher, Reality Computing Specialist, XR Experience Curator, Virtual Field Trip Designer, Evaluation Specialist, Metaverse Strategist, Immersive Technology Evangelist, Extended Reality Systems Administrator, XR Infrastructure Specialist, Digital Experience Designer, Immersive Learning Engineer, XR Engagement Specialist, Immersive Education Research Fellow, Virtual Training Specialist, 360° Media Producer, XR Exhibition Designer, Simulation Facilitator, XR Instructional Technologist, Immersive Workshop Facilitator, Learning Futures Researcher, Extended Reality Education Advocate!

Winter/Holiday Season

Gift Exchange of Ideas Secret Santa-style event where participants share useful research tools, resources, or methodologies with fellow researchers.

Holiday Trivia Night Year-end immersive learning trivia featuring seasonal questions and reflections on the year's developments in the field.

Winter AI Show & Tell Special holiday edition focusing on AI tools that helped (or hindered) research progress during the year, with reflection and forward-looking discussions.

Spring

Research "Spring Cleaning" Collaborative sessions focused on organizing data, updating literature reviews, and decluttering research methodologies for the new academic season.

Seeds of Innovation Campus Crawl Campus tour highlighting new research projects launching across different virtual spaces, emphasizing growth and renewal themes.

Academic Renewal Retreat Multi-day virtual retreat designed to refresh perspectives, explore new approaches, and reinvigorate research passion.

Summer

Conference Prep Camp Intensive workshops helping researchers prepare presentations, posters, and papers for upcoming fall conferences and symposiums.

Summer Solstice Trivia The longest trivia night of the year, featuring international questions and celebrating global perspectives in immersive learning research.

Research Olympics Campus Crawl Competitive challenges held at different campus locations, combining fun activities with skill-building in research methodologies.

Implementation Tips

Campus Integration

- Utilize different areas of FrameVR for themed activities
- Create seasonal decorations and environmental changes
- Establish regular meeting spaces that become familiar community hubs

Community Building

- Encourage both junior and senior researcher participation
- Provide multiple engagement levels (observer, participant, presenter)
- Foster informal networking opportunities within structured events

Academic Relevance

- Tie activities to current research trends and challenges
- Include opportunities for peer feedback and collaboration
- Balance fun elements with substantive academic content

Accessibility Considerations

- Offer multiple time zones for global participation
- Provide asynchronous alternatives when possible
- Ensure activities are inclusive for researchers at all career stages

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Getting Started

1. **Launch with Core Activities**: Begin with Trivia Night, AI Show & Tell, and Campus Crawl as your foundational weekly events
2. **Add Research Components**: Gradually introduce Method Monday and Paper Speed Dating
3. **Incorporate Seasonal Elements**: Plan seasonal events 4-6 weeks in advance
4. **Gather Feedback**: Regular community input to refine and expand activities
5. **Build Traditions**: Allow successful events to evolve into anticipated campus traditions

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This living document should be updated regularly based on community feedback and participation patterns. The goal is creating a vibrant, engaging virtual academic community that advances immersive learning research while building meaningful professional relationships.

Events Studio - Suggested Structure for Bookstack

1. Event Planning & Management

- **Event Planning Timeline Template** - 4-6 week advance planning checklist
- **Launch Strategy Guide** - How to introduce new events to the community
- **Feedback Collection Methods** - Surveys, polls, and community input tools
- **Event Calendar Management** - Scheduling across time zones, avoiding conflicts

2. Weekly Events Library

Each recurring event gets its own page with:

- **Event Overview** - Purpose, target audience, format
- **Facilitation Guide** - Step-by-step hosting instructions
- **FrameVR Setup Requirements** - Technical specifications, campus locations
- **Promotion Templates** - Social media, email, Discord announcements
- **Materials & Resources** - Slides, handouts, interactive elements

Example events to document:

- Method Monday
- AI Show & Tell ♥MH
- Paper Speed Dating
- Trivia Night
- Virtual Campus Crawl ♥MH
- Game Nights ♥MH
- Interdisciplinary Mixers

3. Seasonal Events Playbook

Detailed planning guides for:

- **Fall/Autumn Events** - Harvesting Insights, Spooky Learning Stories, NOVation
- **Winter/Holiday Events** - Gift Exchange of Ideas, Holiday specials
- **Spring Events** - Research Spring Cleaning, Seeds of Innovation
- **Summer Events** - Conference Prep Camp, Research Olympics

Each with: planning checklist, promotional timeline, materials needed, campus setup instructions

4. FrameVR Campus Integration

- **Virtual Space Mapping** - Which campus areas work best for which events
- **Seasonal Decoration Guide** - How to update environments for themes
- **Technical Setup Tutorials** - Screen sharing, interactive objects, audio zones
- **Regular Meeting Spaces** - Establishing community hubs

5. Facilitation Resources

- **Host Training Materials** - For volunteer event facilitators
- **Engagement Techniques** - Keeping virtual audiences active
- **Troubleshooting Guide** - Common technical issues and solutions
- **Accessibility Checklist** - Ensuring inclusive events

6. Community Building Best Practices

- **Participation Spectrum** - Observer/participant/presenter pathways
- **Junior/Senior Researcher Balance** - Mentorship opportunities
- **Informal Networking Strategies** - Building connections beyond formal events
- **Building Traditions** - How successful events become anticipated rituals

7. Templates & Assets

- Event promotion graphics templates
- Registration forms
- Feedback surveys
- Zoom/FrameVR meeting setup checklists
- Email notification templates
- Social media content calendars

8. Event Analytics & Assessment

- Attendance tracking methods
- Engagement metrics
- Community satisfaction indicators
- ROI for volunteer time investment
- Iteration and improvement processes

9. Special Roles & Responsibilities

- Event coordinator duties
- Co-host guidelines
- Tech support volunteer guide
- Community moderator protocols
- The ♥MH events (favorite event marker system)

10. Event Archive

- Past event recordings/summaries
- Success stories and testimonials
- "What We Learned" retrospectives
- Evolution of events over time

Navigation Tip: Cross-link heavily between Events Studio and other Codex sections (Volunteer Coordination, FrameVR Technical Guide, Community Guidelines, etc.)

This structure transforms your brainstorming document into actionable, searchable documentation that empowers volunteers to independently run consistent, high-quality events across the global iLRN community.

📚 Events Studio (Private) – Codex Architecture

Existing Books

1. **2025–2026 Webinars**
2. **Training & Professional Development**

🆕 Proposed Books

3. Weekly Regular Activities

Purpose: Serve as the canonical record of recurring, low-barrier community engagement events that build consistency and belonging.
Structure and cadence link directly to Discord announcements and the Events Calendar.

Recommended top-level pages:

- Overview & Facilitation Guide
- Method Monday
- AI Show & Tell ♥MH
- Paper Speed Dating
- Ethics & Implications Forum
- Immersive Tech Playground ♥MH
- Design Thinking Workshops
- Cross-Reality Experiments
- Trivia Night

- Virtual Campus Crawl ♥MH
- Interdisciplinary Mixers
- Game Nights ♥MH
- Global Perspectives

Each page uses the **Iterative Event Template** (see method below).

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4. Seasonal Events

Purpose: Document cyclical or themed programming that aligns with academic and cultural seasons; acts as a creative hub for the FrameVR campus design team.

Sections / Pages:

- Fall / Autumn Events
    - Harvesting Insights
    - Virtual Pumpkin Carving
    - Spooky Learning Stories
    - Haunted Campus Crawl
    - Thirty Days of NOVation
- Winter / Holiday Season
    - Gift Exchange of Ideas
    - Holiday Trivia Night
    - Winter AI Show & Tell
- Spring
    - Research “Spring Cleaning”

    - Seeds of Innovation Campus Crawl
    - Academic Renewal Retreat
- Summer
    - Conference Prep Camp
    - Summer Solstice Trivia
    - Research Olympics Campus Crawl

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5. Special Series & Signature Events

Purpose: Curate unique or flagship experiences—such as the **Thirsty Scholar Debates**, **Immersive Futures Reports**, or **Chapter Showcases**—that reinforce iLRN's identity as an *open immersive learning society.*

Example sections:

- Thirsty Scholar Debate Hall
- Immersive Futures Searchlight (Trend Reporting)
- iLRNovember Series
- iLEAD Innovation Days
- Chapter Showcases (Regional Spotlights)
- Annual Awards & Celebrations

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6. Community & Partner Activations

Purpose: Enable chapters, institutions, or working groups to propose and co-host events through the shared pipeline (using Tally.so forms).

Pages:

- Hosting Guidelines & RACI Roles
- Event Proposal Form (Tally embed or link)
- Partnership Opportunities
- Event Co-Branding Toolkit
- Documentation & Reporting Template

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7. Implementation & Facilitation Guide

Purpose: Centralize operational protocols and templates for onboarding event stewards.

Pages:

- Events Management Overview (connection to spreadsheet and calendar)
- Iterative Codex Method (below)
- RACI Role Definitions
- Event Lifecycle (Propose → Approve → Announce → Host → Reflect → Archive)
- Accessibility & Global Time Zone Guidance
- Data Capture & Post-Event Analytics
- Updating the Codex (Version Control Procedure)

⚙️ Iterative Single-Source Codex Method

Every **event page** functions as a living document that connects three parallel systems:

1. **Codex entry** = authoritative description and archive

2. **Events Spreadsheet** = dynamic project management tracker (RACI assignments, scheduling, links)

3. **iLRN Calendar & Communications** = public dissemination layer

To ensure synchronicity:

Step 1 — Template-Driven Page Creation

Each event uses a standardized section layout:

Header Fields:

- **Event Name**
- **Codex Location** (Book > Chapter > Page)
- **Date / Time / Time Zones**
- **Platform / FrameVR Location**
- **Event Champion / Owner**
- **RACI Breakdown** (Responsible, Accountable, Consulted, Informed)
- **Tally.so Form Link**
- **Spreadsheet Row ID / URL**

Sections:

1. **Purpose & Learning Objectives**
   Why it exists and what participants gain.

2. **Description & Format**
   Short paragraph for calendar listing; longer for facilitation guidance.

3. **Implementation Notes**
   Materials, tech setup, accessibility, time zone coordination.

4. **Iteration & Feedback Loop**
   Post-event reflections, participant survey results, next steps.

5. **Attachments / Links**
   FrameVR scene link, recordings, slide decks, chat logs.

Step 2 — Iterative Update Cycle

- **Pre-event:** Create or clone page from template, fill logistics, link to spreadsheet.
- **During event:** Note live observations and emerging improvements.
- **Post-event:** Update “Iteration & Feedback” section and mark spreadsheet “Complete.”
- **Quarterly review:** Archive pages into Year folders and tag learnings for reuse.

Step 3 — Governance & Stewardship

- Each book has a **Lead Steward** (Accountable) and one **Data Integrator** ensuring that calendar, spreadsheet, and Codex remain synchronized.
- Changes propagate through a lightweight **update form** that triggers notifications in Discord.
- Pages are versioned with short changelogs noting iteration rationale.

🔁 Outcome

This framework:

- Establishes **one canonical event definition per Codex page**, linking outward to operational systems.
- Creates an **iterative feedback loop** that turns events into design knowledge.
- Ensures sustainability by decentralizing ownership while maintaining accountability through RACI tagging.

- Encourages **community co-creation** by connecting public-facing events to structured internal stewardship.

Would you like me to draft the **Iterative Event Template** page in full BookStack-ready markdown format next (including example placeholders and embedded metadata for spreadsheet sync)?

1. Events Library
    a. Master Calendar 2025-2026
    b. Event Idea Bank
        i. Regular & Recurring Events
            1. Weekly
            2. Monthly
        ii. Seasonal Events
        iii. Special Events
    c. Archive of Past Events
        i. Descriptions
        ii. Statistics
            1. Attendance tracking methods
            2. Engagement metrics
            3. Community satisfaction indicators
            4. ROI for volunteer time investment
            5. Iteration and improvement processes
2. Implementation & Facilitation Guide
    a. Event Planning
        i. Facilitation Guide - Step-by-step hosting instructions
            1. Host Training Materials - For volunteer event facilitators
                a. Timeline Template - 4-6 week advance planning checklist
                b. Engagement Techniques - Keeping virtual audiences active
                    i. Participation Spectrum - Observer/participant/presenter pathways
                    ii. Junior/Senior Researcher Balance - Mentorship opportunities
                    iii. Informal Networking Strategies - Building connections beyond formal events
                    iv. Building Traditions - How successful events become anticipated rituals
                c. Troubleshooting Guide - Common technical issues and solutions
                d. Accessibility Checklist - Ensuring inclusive events
                e. Special Roles & Responsibilities
                    i. Event coordinator duties
                    ii. Co-host guidelines
                    iii. Tech support volunteer guide
                    iv. Community moderator protocols

ii. Platforms & Management
    1. FrameVR Setup Requirements - Technical specifications, campus locations
        a. FrameVR meeting setup checklists
        b. Email notification templates
    2. Zoom Setup Requirements
        a. Zoom meeting setup checklists
        b. Email notification templates
iii. Promotion Templates - Social media, email, Discord announcements
    1. Launch Strategy Guide - How to introduce new events to the community
    2. Event promotion graphics templates
    3. Registration forms
    4. Social media content calendars
iv. Materials & Resources - Slides, handouts, interactive elements
    1. Slides
        a. Webinar Templates
        b. Workshop Templates
        c. FrameVR Meeting Template
    2. Handout Templates
    3. Interactive Templates
        a. Miro Board
        b. Kahoots?

b. Feedback Collection Methods - Surveys, polls, and community input tools
    i. Feedback surveys
    ii. Forums for continued discussions (Invision Community?)
c. Event Calendar Management - Scheduling across time zones, avoiding conflicts

3. Community Partnerships & Collaborations

a. Hosting Guidelines & RACI Roles
b. Event Proposal Form (Tally embed or link)
c. Partnership Opportunities
d. Event Co-Branding Toolkit
e. Documentation & Reporting Template