FT: Invisible Computing

PART I — FORESIGHT SNAPSHOT | FT: Invisible Computing | Fixed Time-Stamped Synthesis

2026 FT: Invisible Computing

Card Type	Future Technology Possibility
Series	Immersive Futures Guild — Vision 2035
Layer	1 — Atomic Foresight Object
Status	Active
Confidence	Medium
Workshop	Circle of Scholars — January 2026
Facilitator	Circle of Scholars Workshop Team
Tags	invisible-computing | ambient | ubiquitous | layer1 | ft
Tally.so Form	https://tally.so/r/ilrn-if-ft-invis-2026

The trajectory of computing toward ambient, embedded, and wearable forms means that the interface boundaries of immersive learning are dissolving. Future learners may not distinguish between digital and physical learning environments because the distinction has become architectural rather than experiential. This card examines the implications of invisible computing for learning design, assessment, ethics, and consent.

Key Drivers / Contributing Conditions:

- Smart environment infrastructure maturation
- Miniaturization of sensing and display hardware
- Ambient AI processing capability growth

Tensions Carried Forward to Part II:

- How should consent operate in learning environments where the digital interface is invisible?
- What does learner control mean when the immersive system is ambient and continuous?

Linked Scenarios / Strands: STRAND: Ambient & Invisible XR Infrastructure | FT: Wearables Everywhere

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | FT: Invisible Computing | H2 2026 — Living

T	COMMUNITY CONTRIBUTION FORM — FT: Invisible Computing Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-ft-invis-2026

Part II — Scope and Instructions
This section collects community responses, case examples, and challenges to the Part I foresight snapshot above.
It opens July 1, 2026 and undergoes synthesis review in September 2026, November 2026, and January 2027.
Contributions are submitted via the Tally.so form above and appear in the registers below after editorial review.
The Part I text is not modified in response to Part II contributions; it is versioned at the Annual Handoff review.
Contribution categories: Case Example | Methodological Challenge | Cultural/Community Perspective | Proposed Evidence Criterion
Ways of Knowing accepted: Tree (evidence) | Garden (practice) | Lantern (futures)

Tensions Open for Community Response:

- How should consent operate in learning environments where the digital interface is invisible?
- What does learner control mean when the immersive system is ambient and continuous?

Contributor / Date	Category	Way of Knowing	Contribution Summary
[Awaiting contributions — form opens July 1, 2026]			

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