FT: Swarm Intelligence

PART I — FORESIGHT SNAPSHOT | FT: Swarm Intelligence | Fixed Time-Stamped Synthesis

2026 FT: Swarm Intelligence

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	swarm | distributed | collaboration | layer1 | ft
Tally.so Form	https://tally.so/r/ilrn-if-ft-swarm-2026

Swarm intelligence approaches — distributed, decentralized problem-solving by large numbers of loosely coupled agents — are finding applications in collaborative learning environment design, crowd-sourced knowledge construction, and the management of large-scale virtual educational communities. This card examines the pedagogical and organizational implications of swarm approaches for immersive learning at scale.

Key Drivers / Contributing Conditions:

- Swarm algorithm application to collaborative knowledge systems
- Large-scale social VR community self-organization research
- Distributed AI processing in edge computing environments

Tensions Carried Forward to Part II:

- How should individual learning accountability be maintained in swarm-organized learning systems?
- Can swarm dynamics in immersive environments be governed to prevent harmful emergent behaviors?

Linked Scenarios / Strands: STRAND: Social & Co-Regulated XR Learning | SCENARIO: Global Co-Creation

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | FT: Swarm Intelligence | H2 2026 — Living

T	COMMUNITY CONTRIBUTION FORM — FT: Swarm Intelligence Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-ft-swarm-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 individual learning accountability be maintained in swarm-organized learning systems?
- Can swarm dynamics in immersive environments be governed to prevent harmful emergent behaviors?

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

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