FT: Wearables Everywhere

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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	wearables | haptics | biosensors | layer1 | ft
Tally.so Form	https://tally.so/r/ilrn-if-ft-wear-2026

The proliferation of wearable computing — headsets, smart glasses, haptic devices, biosensors, and spatial audio systems — is creating a diverse hardware ecosystem for immersive learning. Future learners may engage with immersive content through a wide variety of form factors, not all of which share the same interaction paradigms, accessibility properties, or data collection capabilities.

Key Drivers / Contributing Conditions:

- Consumer wearables market maturation
- Haptic technology miniaturization
- Spatial audio normalization in consumer devices

Tensions Carried Forward to Part II:

- How should learning design account for a fragmented and heterogeneous wearable ecosystem?
- Which wearable form factors enable genuinely immersive learning versus merely mobile content delivery?

Linked Scenarios / Strands: SC: Accessibility | STRAND: Ambient & Invisible XR Infrastructure

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK	FT: Wearables Everywhere	H2 2026 — Living

T	COMMUNITY CONTRIBUTION FORM — FT: Wearables Everywhere Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-ft-wear-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 learning design account for a fragmented and heterogeneous wearable ecosystem?
- Which wearable form factors enable genuinely immersive learning versus merely mobile content delivery?

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

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