Overall objective:
* Enable learning communities to flourish (without tech skills).
* (work this out:) learning communities, learning in communities, learning from communities
* Bring out the value of social learning while minimizing the problems (including overload)
  - Enable more reflective participation in the global information sphere.
  - Add value by providing access to others and their resources without overwhelming us

Learning communities of the future will
* be distributed across space, time, contexts .. . not defined by dichotomies (FTF/online, class/informed, etc.)
* leverage learning in the entire experiential ecology of the child as social context of the experience.
  * make effective use of child’s entire social network – e.g., teacher aware of all relevant “weak ties.”
* grow, interact, morph and dissolve dynamically
* spend less time in front of “the computer” but have ubiquitous computational support

Services provided by tools:
* Connect learners to other learners, mentors and resources in a data-informed manner.
  * Make community activity visible to learners, teachers and researchers (outside where appropriate)
* Support construction and integration as well as use of information (not just access)
  * Provides infrastructure for organizing, sharing, sustaining and building on community knowledge
  * Provide greater access to global information and discourse by world’s citizens (especially “disadvantaged”)

Properties of tools for communities
* Be valuable to/valued by all stakeholders
* Interoperability of community support tools/ease of integration
* Be fluidly customizable: no more “digital rigidity”
* Adaptability/customizability of technology for learning communities with “common knowledge” of technology use.
  * Add value by providing access to others and their resources without overwhelming us