

	In-session learning	Out-of-session learning
Target group	<p>expert trainer</p> <p>learners</p> <p>peers</p>	<p>learners</p> <p>wider social circle (family, friends, colleagues)</p> <p>online networks</p>
Setting affordances	<p>in-doors, often fixed space (used repeatedly)</p> <p>sessions can be structured and controlled</p> <p>interactions can be shaped around technology</p>	<p>everyday settings, changing rapidly, uncontrolled</p> <p>meshing into everyday practice needed</p> <p>e.g., unobtrusive sensing and feedback</p>
Technology	<p>wide range, including VR, biofeedback, video based SSP</p> <p>and similar technologies requiring stable environment</p> <p>can be shared among users, classes</p>	<p>mainly mobile, wearable</p> <p>used by individual users (personalised)</p>