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Sommario/riassunto	<p>This paper describes our approach of utilizing a computational environment to apply a learner's learning process as a first class object. With this approach, the learner's learning process can be used as communicative media among learners and teachers or learning content object providers (LCOPs). We argue that the design of a computer system is as equally crucial as the selection of an instructional method. The selection of which instructional method to apply and the design of a computer system together form a learning environment, which determines a learner's learning experience. This paper first discusses the learning experience design approach for the development of computer technology in general. Then we present a particular design of learning experience, where learners and LCOPs can communicate with each other via learning materials in the computational environment. We have developed an architectural framework for the learning experience, and applied the framework to three different educational settings.</p>