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概要	<p>Smart devices such as smartphones and tablets have become indispensable in educational settings in the 21st century. However, to both ensure the educational effect and reduce the cost of using these devices, we should overcome the issues identified by earlier, pioneering studies. Accordingly, this paper proposes a deviceless learning environment called "Followable Learning Environment" (FLE). Although FLE is based on projection mapping techniques that project a user interface (UI) on desks, the UI is dynamically projected on a student's desk or hands according to their behavior by using the area of projection as the student's movable area. Since the UIs of several students are projected by one projector, we need not separately prepare the devices and their management for each student. In addition, using FLE, we can realize new functions that are impossible using smart devices. This paper describes the background of this research and explains the concept of FLE through the development of a prototype system.</p>