Playing with Cards:

- ➢ Move up and down
- ➢ Move left and right
- ➢ Move clockwise
- ➢ Move counterclockwise
- ➢ Move in figure-eight
- ➢ Flip flop to make sound
- ➢ Twist sideways
- ➢ Twist lengthwise
- ➢ Tear from top to bottom
- ➢ Tear from left to right
- ➢ Tear into multiple pieces
- ➢ Flip over to the left
- ➢ Flip over to the right
- ➢ Flip over from the top
- ➢ Flip over from the bottom
- ➢ Shake sideways
- ➢ Shake up and down
- ➢ Shake clockwise
- ➢ Shake counterclockwise
- ➢ Shake in figure-eight

Shake sideways:
If the user's attention is needed to be brought to a specific portion of the page. The box that needs attention can shake until the user clicks on it. This would be done through motion animations.

Flip over to the left:
If the user is reading a digital book or something with that format, where there are numerous pages of reading. They can click on the right side of the page and it will flip over to show the next page of text. Simulating a physical page turn on a real book. This would be done through motion animations and the slight skew of the page as it's "turning over".