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* “…with tangible interfaces we act within and touch the interface itself. Designing tangible interfaces requires not only designing the digital but also the physical, and their interrelations within hybrid ensembles”
* “…building upon users’ experience of interacting with the real world lowers the threshold for activity, the embodiment of interaction objects alleviates the ‘access bottleneck’ of the keyboard”
* “Interactive systems, physically embedded within real spaces, offer opportunities for interacting with tangible devices”, and so “trigger display of digital content or reactive behaviors”
* “sensory richness and action potential of physical objects”, so that “meaning is created in the interaction”

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