

## **“Physical Qualities of Interaction”**

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### **Abstract:**

While there are well established and widely accepted interaction concepts for the personal computer world, a comprehensive interaction concept for the often predicted era of ubiquitous computing is still missing. When computers and digital artifacts mix with our physical environment, physicality seems to be a promising candidate to form the basis of such an interaction concept. In this talk, I will show some of our investigations into the design space between physical and digital worlds, and we can speculate together, where this may lead.