

Theme issue of Personal and Ubiquitous Computing: Tangible interfaces in perspective

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Physical interfaces to digital information have been the subject of much research in the last decade. Many novel approaches have been introduced during this time, such as *graspable interfaces*, *tangible media*, and *embodied interaction*. By moving the interaction from the virtuality of the screen into the physicality of the real world the design space is extended which can allow new and richer forms of interaction. But as yet we are probably only at the start of understanding the implications of establishing a direct physical link between virtual information and human users. With this special issue, we put this area in perspective, while simultaneously presenting some of the most recent findings in the area.

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