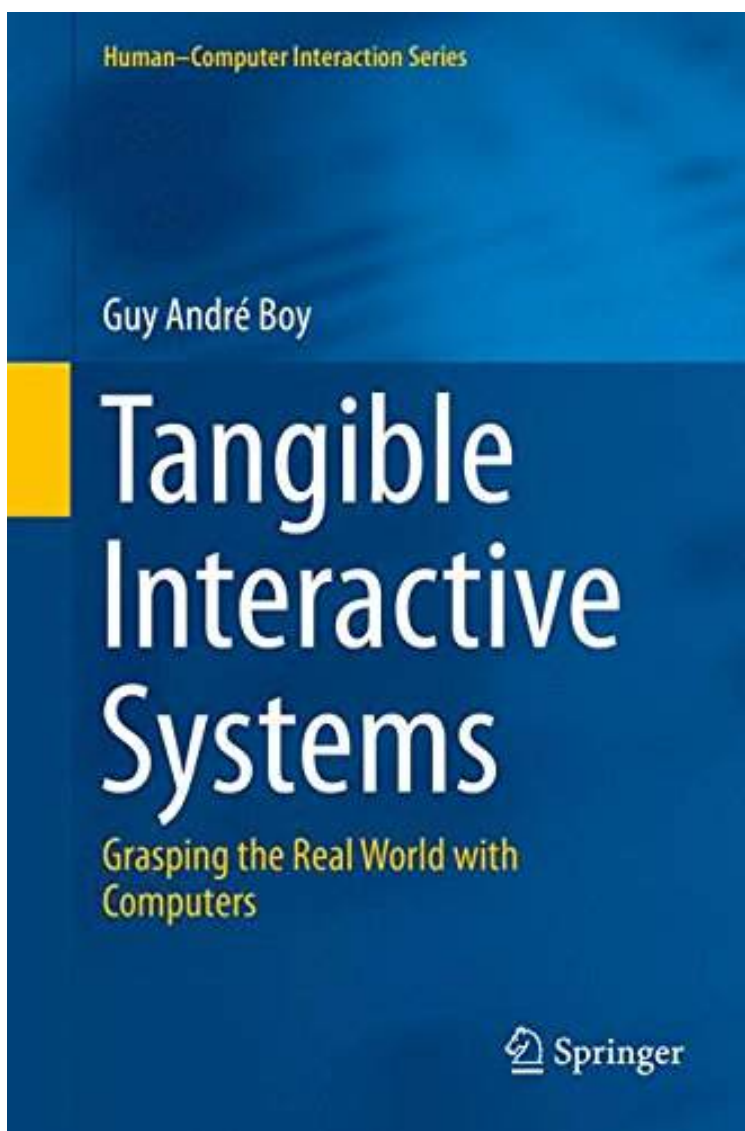




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## **Tangible Interactive Systems: Grasping the Real World with Computers (Human–Computer Interaction Series)**

*By Guy André Boy*



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