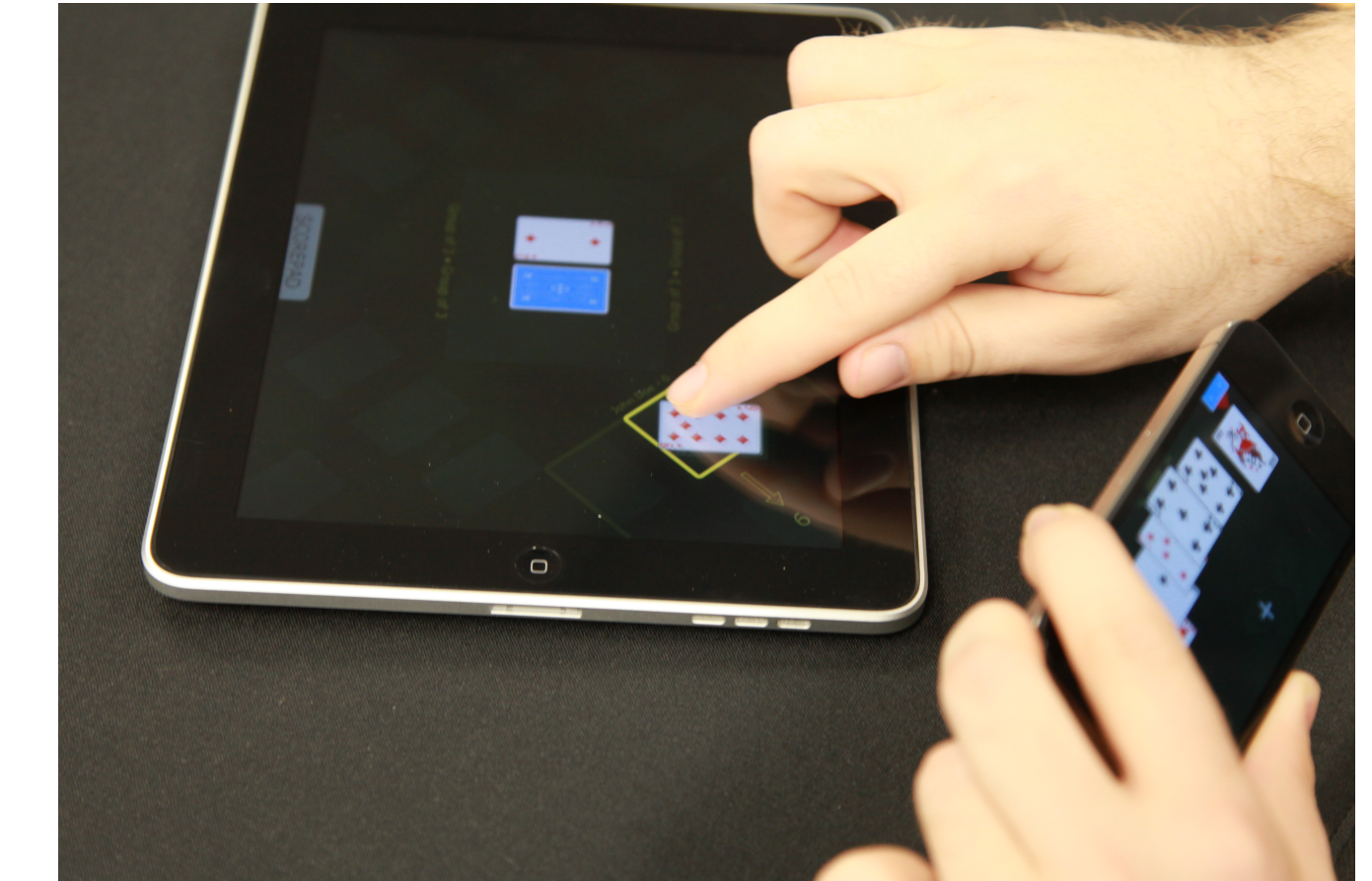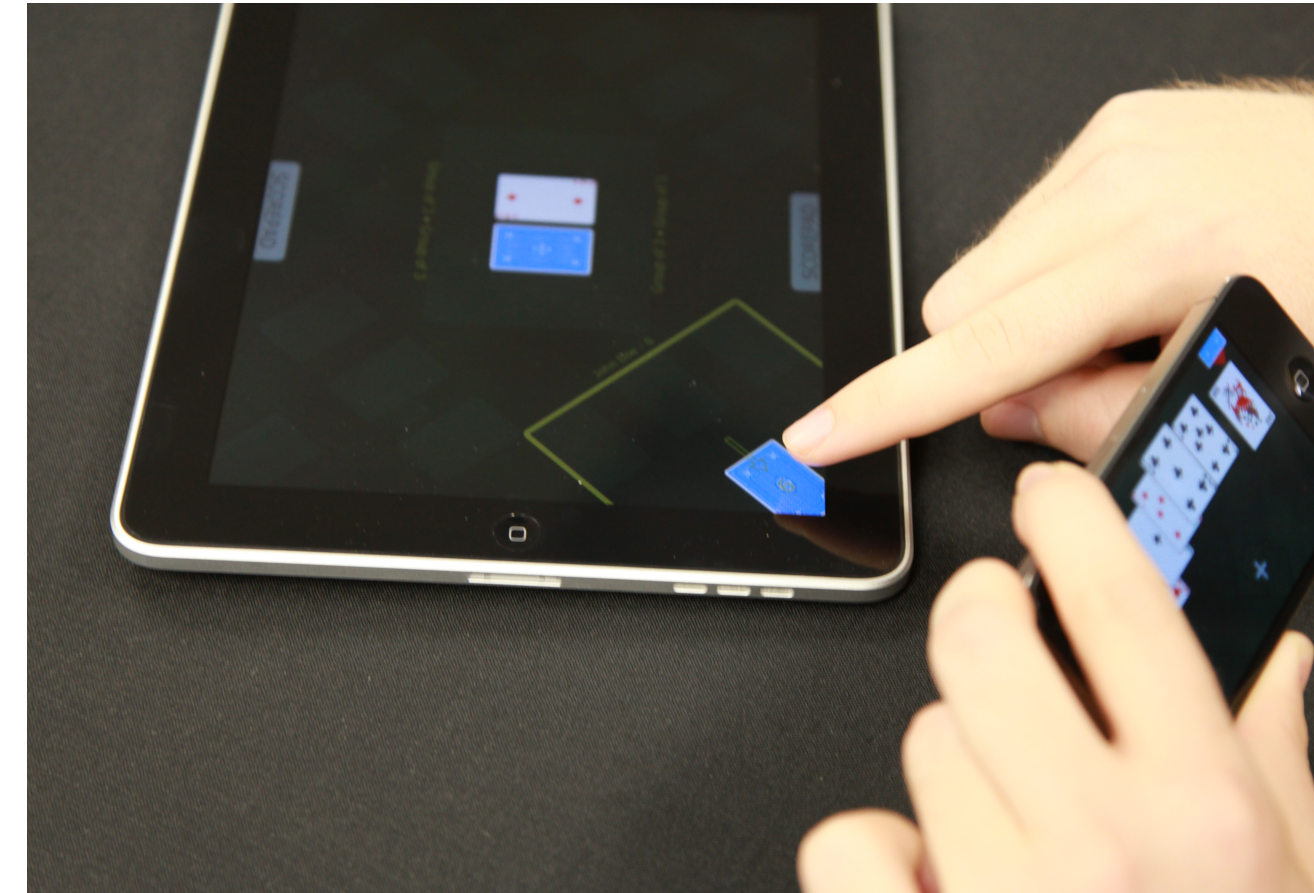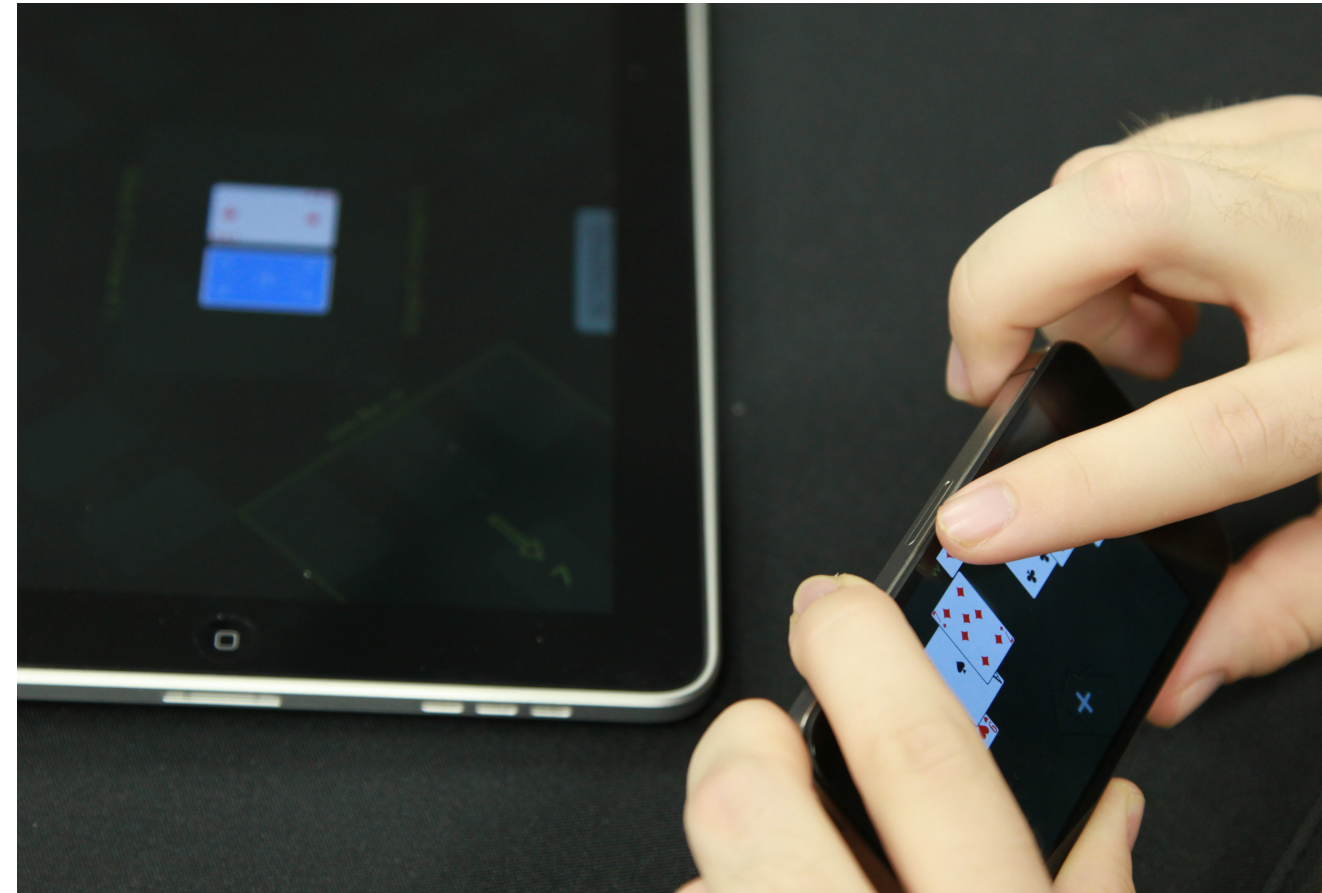# Culturally Based Design: Trans-Surface Interaction in Rummy

How should we move artifacts across *digital* surfaces?

We base the design of trans-surface interactions on the embodied experiences of people. Drawing from culturally embedded contexts, such as card playing, enables us to activate people's existing mental models to inform interaction with new technologies.

This approach also helps us over come the fundamental difficulty in trans-surface interaction: *the lack of continuous space between surfaces*. We found that the resulting interactions are natural across the normal borders of technical experience.

The way we already know how with *physical* artifacts!

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