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# Interfaces beyond the Surface: A Structural Approach to Embodiment

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**Abstract**

This work aims to contribute to the theory and practice of embodied interaction. It criticizes that its underlying term of *Embodiment* has not been defined sufficiently, and is, consequently, used inconsistently. It also argues that this circumstance is a problematic one. It presents an attempt to provide more clarity to the theory of embodiment, as a basis for the practice of designing embodied interaction in *Tangible User Interfaces* (TUIs). It proposes a purely structural approach, derived from Heidegger's works around 'Being and Time' [3]. Aspects and criteria of Embodiment (as which Heideggerian *Dinglichkeit* is interpreted) in the literature are reviewed in this work, and applied to the design practice of Embodied Interaction.

**Keywords**

Embodied Interaction, Theory, Tangible User Interfaces

**ACM Classification Keywords**

H5.2 [Information interfaces and presentation]: User Interfaces. – Haptic I/O.

**General Terms**

Theory, Design.

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