**Feedback from Participants:**

**Key Highlights:**

1. **Positive Reactions:**
   * Children found the game fun and engaging.
   * Many expressed curiosity and excitement while interacting with the game.
2. **Ease of Use:**
   * The TUIO-based interface was intuitive, with children quickly grasping how to move animals to their shelters.
   * Minimal guidance was needed for participants to begin playing.
3. **Learning Experience:**
   * Children enjoyed learning about different animals and their habitats.
   * The activity sparked interest in exploring new concepts.
4. **Future Interest:**
   * Participants expressed interest in playing similar games in the future.

**Summary:** The game received positive feedback from participants, highlighting its intuitive design, educational value, and engaging nature.