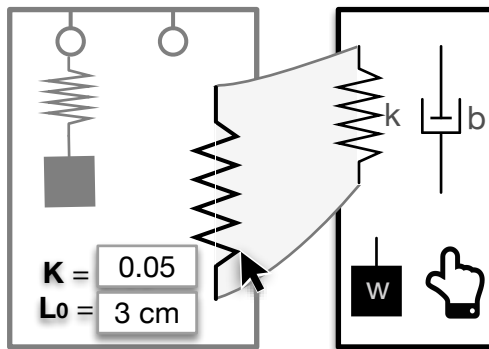
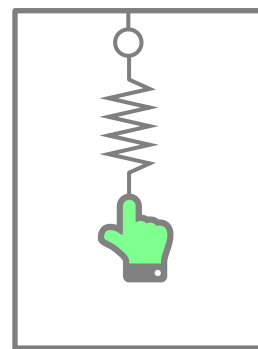
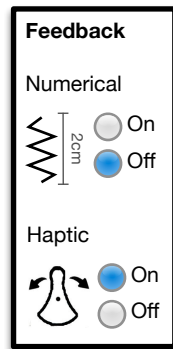


**A) Interact** with the system in the interactive playground using a selected Hand, manipulating and monitoring state via multimodal feedback.



**B) Create and Modify** the system with a design palette, adding or removing objects and changing object properties.



**C) Customize** interaction itself for learners, teachers, and researchers, adjusting input/output modalities with visual controls and haptic controls.