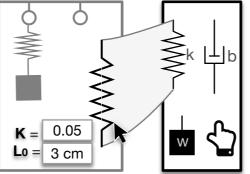
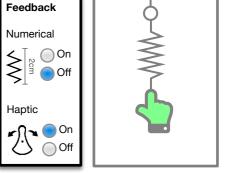


A) Interact with the system in the Interactive Playground using a selected Hand, manipulating and monitoring state via multimodal feedback.



B) Create and Modify the system with a <u>Design Palette</u>, 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.