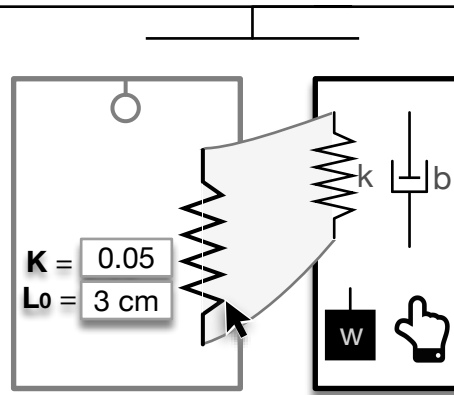
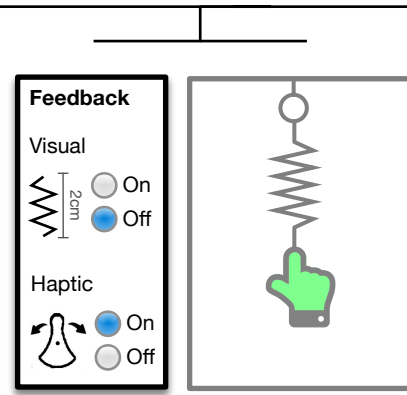


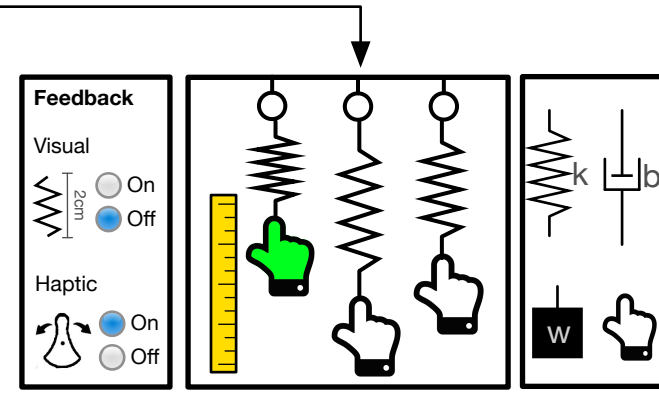
1. Interact with the model with a hand, manipulating and monitoring state via haptic & visual feedback.



2. Modify the model with a design palette, creating new objects in the playground or changing object properties.



3. Customize interaction itself, changing input and output methods to adjust feedback.



Explore: Use all three techniques to solve educational problems with haptic technology.