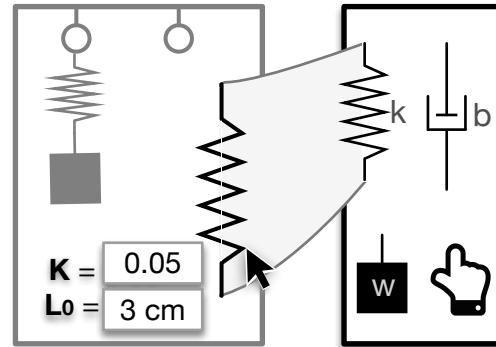
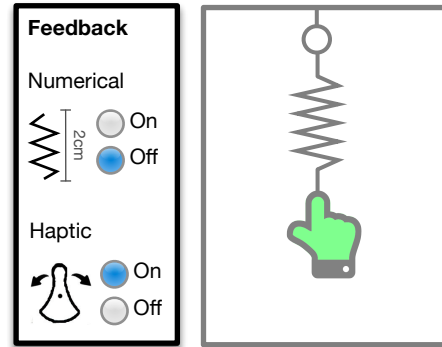


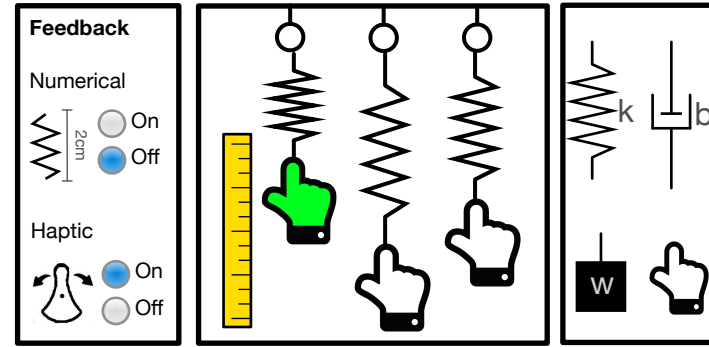
1. Interact with the model using a hand, manipulating and monitoring state via multimodal feedback.



2. Create and Modify the model with a design palette, adding objects to the playground or changing object properties.



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



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