

production

popsicle

spoke

bunkle

hyperbunkle

claytile



purpose

duck

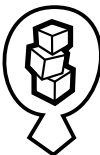
golem

tink

stick

shrine

badge



morphology

screen

board

gun

tile

block

skelly

panel



manipulative morphologies

affordance

placing

posing

tapping

tagging

grafting

obeying

input



output

self-reconfiguring

flexing

haloing

texting

gramming

mocking

tangible interfaces

graphical user interfaces

devotion

naming

logging

slamming

tracking

