

Lost Thread

A game about memory, sound, and completeness



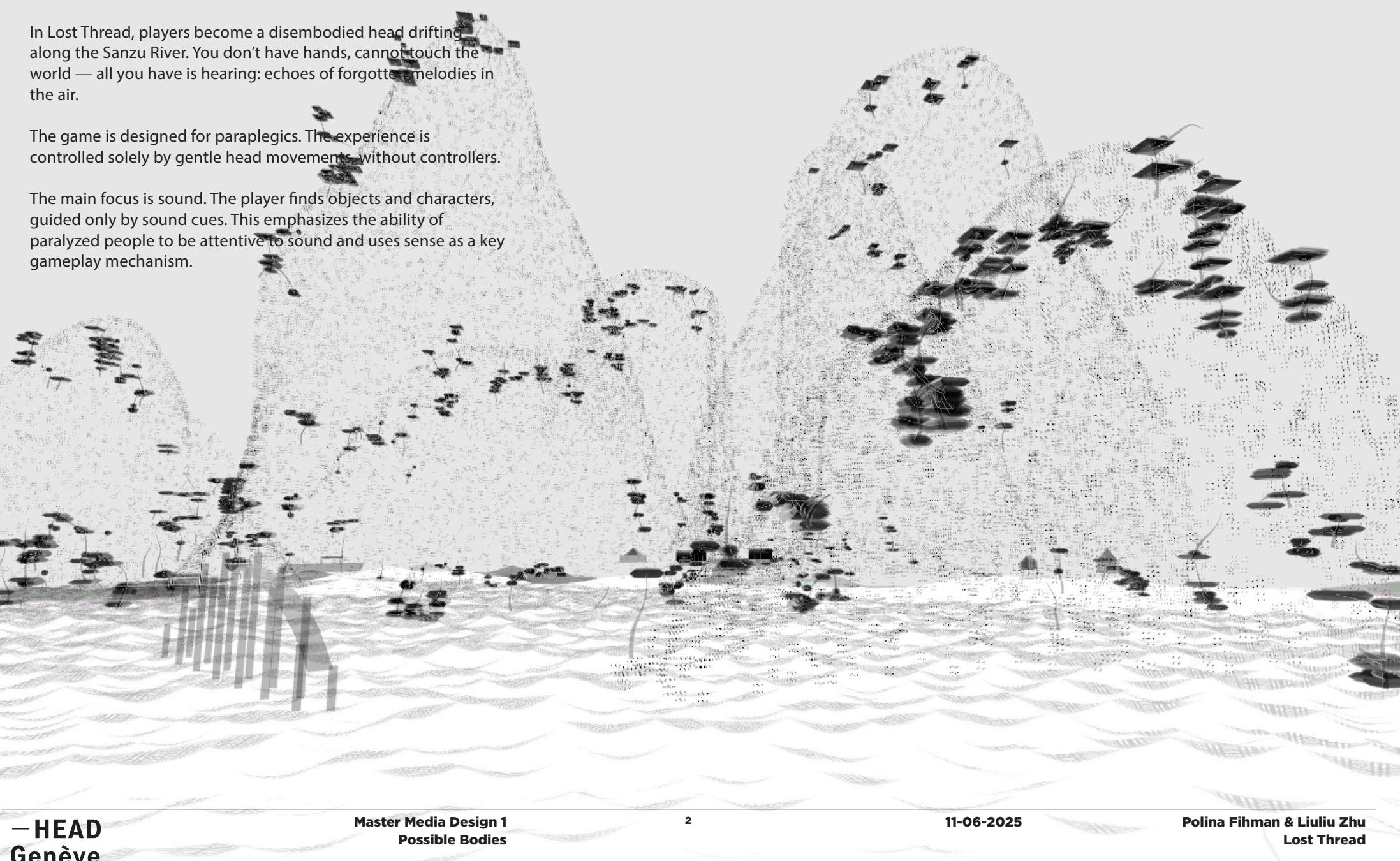
Presentation

Listen. Heal. Complete.

In Lost Thread, players become a disembodied head drifting along the Sanzu River. You don't have hands, cannot touch the world — all you have is hearing: echoes of forgotten melodies in the air.

The game is designed for paraplegics. The experience is controlled solely by gentle head movements without controllers.

The main focus is sound. The player finds objects and characters, guided only by sound cues. This emphasizes the ability of paralyzed people to be attentive to sound and uses sense as a key gameplay mechanism.



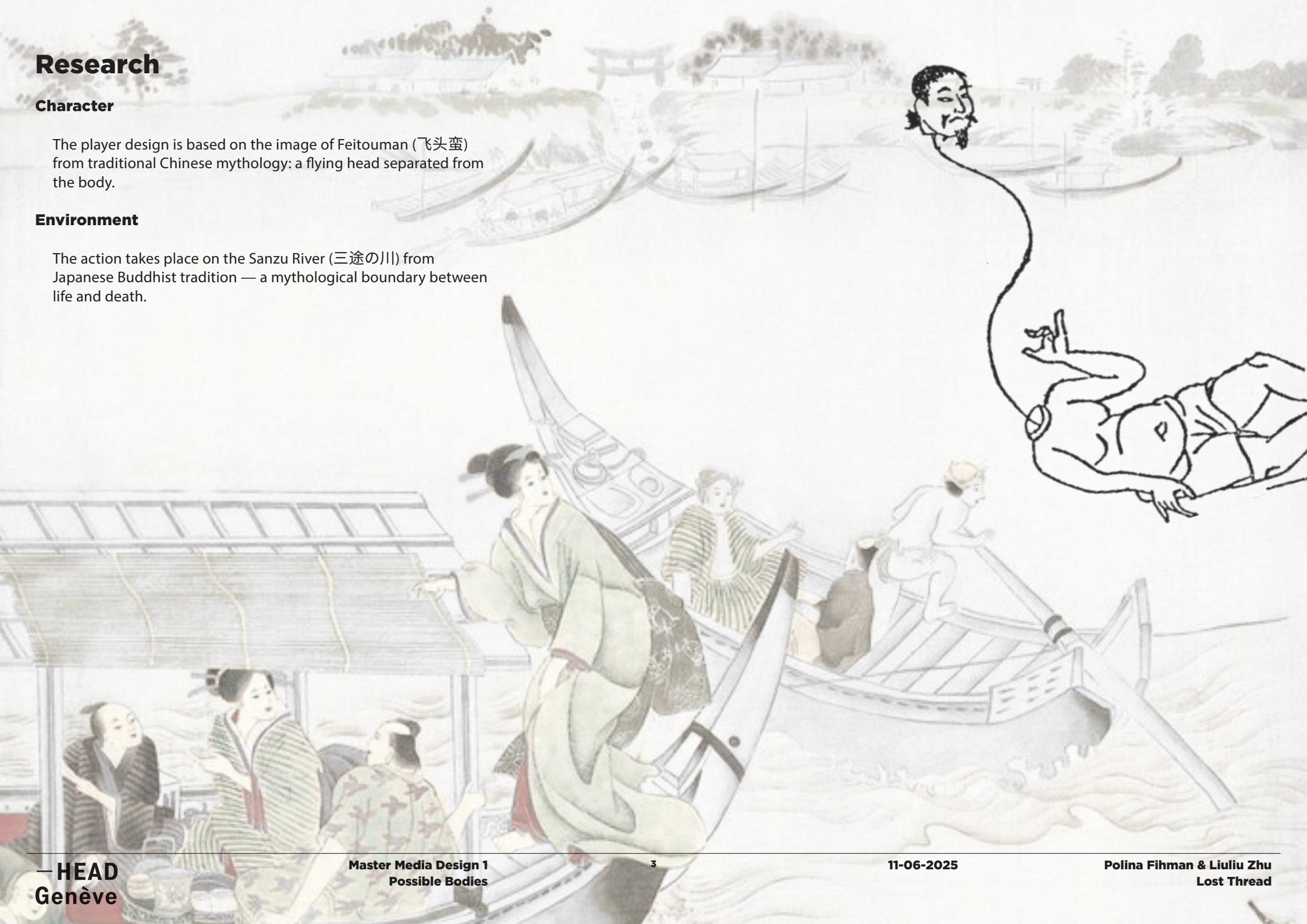
Research

Character

The player design is based on the image of Feitouman (飞头蛮) from traditional Chinese mythology: a flying head separated from the body.

Environment

The action takes place on the Sanzu River (三途の川) from Japanese Buddhist tradition — a mythological boundary between life and death.



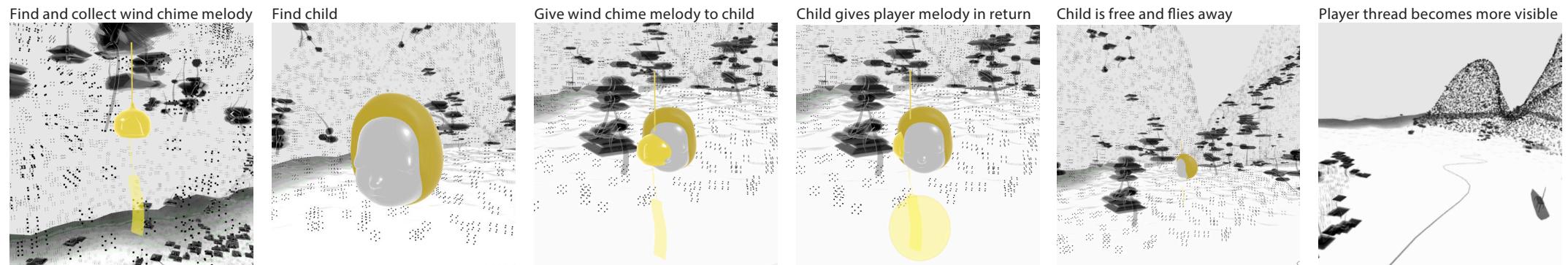
Experience

The player is a severed head, connected to their body by a thin thread, floating above the surface of the river. At the start of the game, a grey screen appears with a story explaining the narrative.

The player can freely look and fly around.

The core gameplay requires listening closely to the surroundings in order to find the children and their wind chimes hidden in the landscape. As the player moves closer in the direction of the sound, they become visible.

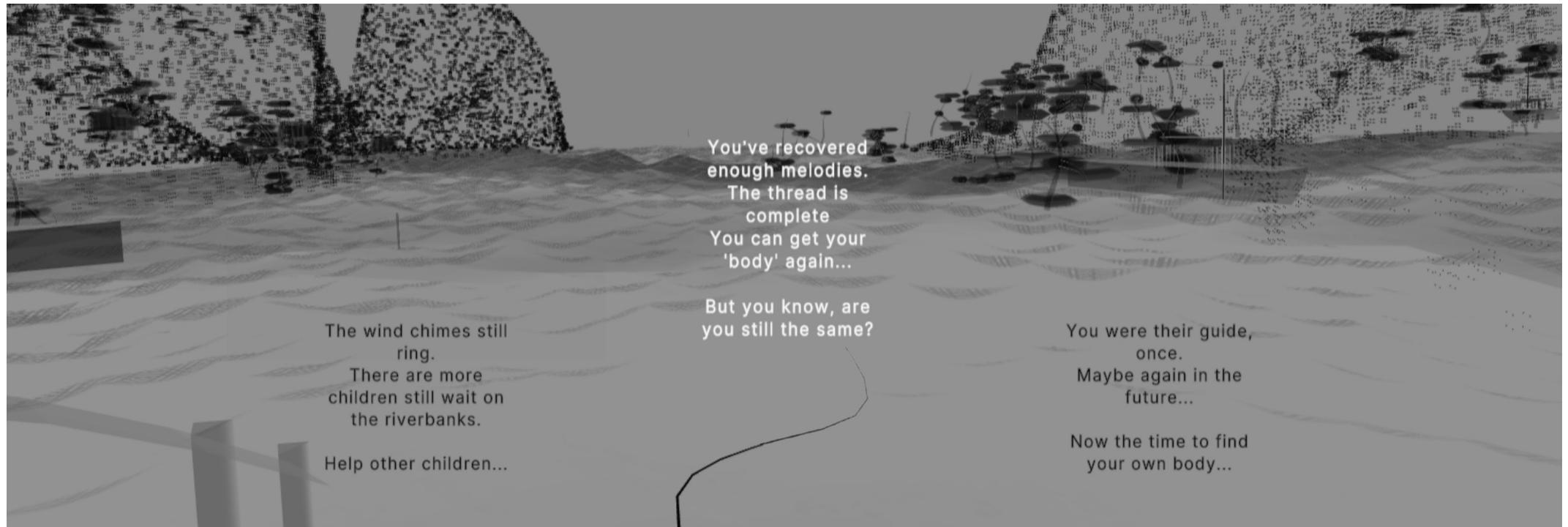
The goal is to return the children's melodies to them. After a successful exchange, the child is considered «complete» and gives the player a piece of their own melody. With each new melody, the thread connecting the head to the body becomes more visible, making it easier to locate the body.



Experience

After collecting three player melodies, the player is given two possible modes of gameplay:

1. Story Mode: Follow the visible thread to the body and listen to your complete melody
2. Open World: Keep exploring, enjoying the landscape, listening, seeking and helping children



Future Development

Players head movement

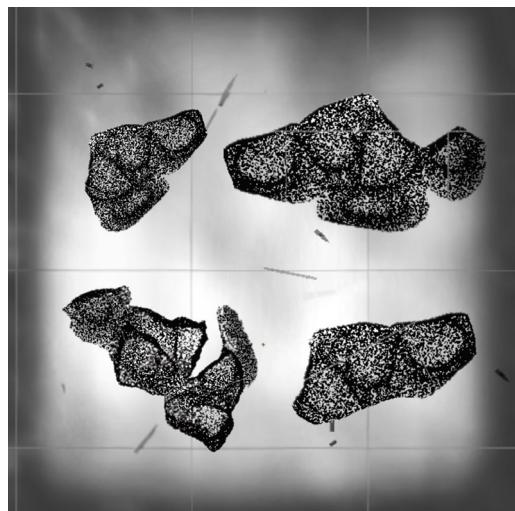
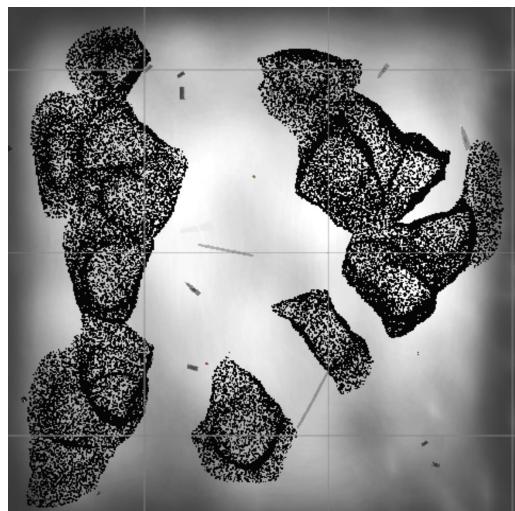
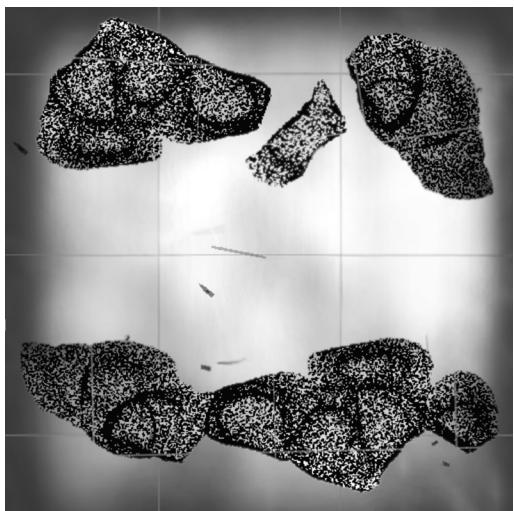
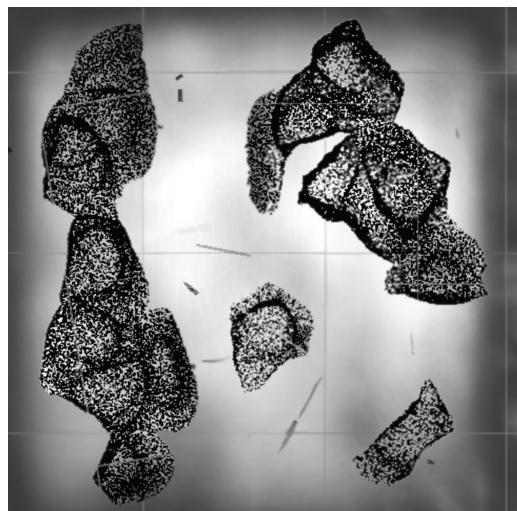
Improve the movement interaction to be also playable for the paraplegics who cannot turn their heads.

New locations

With flying, players can unlock more landscapes in the Sanzu River.

New children

New children and wind chimes to discover in the landscape.



Context

This project was created for the Possible Bodies workshop, a collaboration between the Master Media Design, HEAD – Genève and Swiss Paraplegic Group.

The five-week workshop focused on creating playful, immersive virtual reality experiences to facilitate the rehabilitation of people with motor difficulties. Our mission in this project was to develop unique prototypes that use immersive gameplay to explore new potentials for rehabilitation. Six functional and semi-functional virtual reality prototypes have been created.

Design & Development

Polina Fihman & Liuliu Zhu

Master Media Design Staff

Alexia Mathieu, department direction

Douglas Edric Stanley, project lead

Sabrina Calvo, concept & writing

Pierre Rossel, development

Andreia Rodrigues, production assistant

