Possible bodies
Workshop

Presentation

Possible Bodies is a collaboration between the Master Media Design (HEAD – Genève) and Swiss Paraplegic Group.

This workshop focused on creating playful, immersive virtual reality experiences to facilitate the rehabilitation of people with motor difficulties. Six functional and semi-functional virtual reality prototypes have been created.

Our mission in this project was to develop unique prototypes that use immersive gameplay to explore new potentials for rehabilitation.

TL;DR;

We are making VR games for paraplegics. Make their bodies awesome.

Team

Douglas Edric Stanley
Master Media Design, HEAD – Genève
Andreia Rodrigues
Master Media Design, HEAD – Genève
Pierre Rossel
Master Media Design, HEAD – Genève
Sabrina Calvo
Feminist, SF, Illustrator & Games Writer
Ulrich Kössl, Hans, Jordi
Groupe suisse pour paraplégiques (GSP)

Dates

From May 5 to June 16, 2025
Jury : June 11, 2025
Documentation : June 16, 2025

Brief

https://bit.ly/head-md-possible-bodies-brief

Presentations

PDF Presentations
Video Walkthroughs
Quest 3 Downloads
Individual Project Links

Brief

« Nul ne sait ce que peut le corps » –Spinoza, Éthique

The project Possible Bodies focuses on creating playful, immersive virtual reality experiences to facilitate the rehabilitation of people with motor difficulties. The result will be six functional and semi-functional virtual reality prototypes.

We will be working with and for the Swiss Paraplegic Foundation (Groupe suisse pour paraplégiques, GSP). Our mission is to develop unique prototypes that use immersive gameplay to explore new potentials for rehabilitation.

Each group will work with a Meta Quest 2 or Quest 3 virtual reality headset and use virtual reality to project players into a unique immersive world. The goal of this virtual projection is to open the player and their body to a new world of possible interactions. This experience will be built using the Unity 6 game engine.

Following the title of the workshop, the goal is to use immersive virtual reality and gameplay to explore what is new and possible in the body of a paraplegic, as opposed to focusing on what is not possible.

A key component of gameplay is the interactive exploration of freedom inside of constraints. The game creates the constraints, and the player explores expressive possibilities within those constraints. Projects should exploit this intrinsic logic of gameplay, but within the context of paraplegics exploring a virtual world.

In previous design projects the GSP has explored the concept of beauty, in an attempt to move beyond reductive medical definitions of paraplegics and their bodies. Projects should similarly strive to create something unique, that only immersion in a virtual world can offer. Be wary of overloading the senses: simplicity and decisive choices in art direction is almost always better than a hodgepodge of confusing visual cues.

Projects will be submitted by the GSP for the 2025 Design Preis Schweiz as part of their collaboration with the competition. There is an additional possibility of further explorations of one or more projects through the GSP Incubator, but know that this is dependent on many factors, not always related to the quality of the project. Other exhibition possibilities are also being explored, for example the Virtual Territories exhibition at GIFF 2025.

Projects will use a hybrid approach combining generative 3D models (Meshy.ai, Tripo3D, ...) and traditional 3D modelling (Cinema 4D, Z-Brush, Blender, ...). Projects will also use a text transformer (ChatGPT, Claude, Gemini, ...) during their ideation phase. Finally, projects will use a code-specific chatbot and code completion during the development phase of the project. All three of these technologies are quickly becoming the new normal for creative technologies, or will do so soon — students need to start creating strategies sooner rather than later for this new baseline.