Project x **Criteria**

Meta-Modeling Approaches

Embodied-Driven Design

- Direct Body Transfer
- Representation Alteration
- Topology Reconfiguration
- Modality Expansion

Telexistence based Surveillance System (2014-2016) — Body Limitation

Enforced Mutual Presence (2014 - 2015) — Body Limitation

HUG Project (2015) — Physical Disability

Layered Presence (2016) — Body Limitation

MetaLimbs (2017) — Physical Disability, Body Limitation