

# VIRTUAL SOCIETY

PRESS KIT

A  GAME

## FACT SHEET

### ABOUT THE GAME



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## DEVELOPER

### Cats & Foxes

Founded in 2022

Based in Nancy, France



**Cats & Foxes** is a grassroots independent game developer based in Nancy, France. Co-founded by classmates Nicolas Gauville and Jimmy Etienne, who both achieved PhDs in computer science, the studio has just six permanent staff members. This tight-knit team has been full-steam ahead on the development of VirtualSociety, with the backing of Incubateur Lorrain, Inria Startup Studio, Peel, and EastGames.

## VIRTUALSOCIETY

### Release window

Late 2025

### Platforms

Windows, Linux, MacOS, iOS, Android, Nintendo Switch, Meta Quest, Steam Deck

### Socials



Cats & Foxes [↗](#)

VirtualSociety [↗](#)

Steam store page [↗](#)

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# ABOUT THE GAME

## Short description

VirtualSociety is a multiplayer sandbox game, where players can meet, socialize, and create together. Realized in a gorgeous hand-painted art style, the cozy world of VirtualSociety offers players a welcoming space to unwind and hang out. Let your imagination run wild as you customize your world alone or with friends.

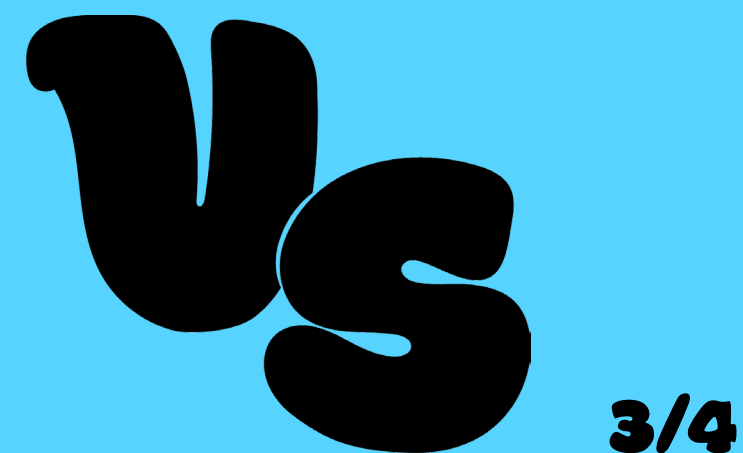
Developed with **neuro-atypical people in mind**, VirtualSociety has been designed to help players overcome loneliness while becoming comfortable with daily routines. The development team has collaborated with research laboratories and psychologists to create a game experience that has genuine health benefits to players of all backgrounds and cultures.

## Key features

- A customizable sandbox world in which players can meet, play, create, or simply hang out
- Build your own structures using a huge suite of customizable assets
- Create games using VirtualSociety's simplified scripting tool
- Play games or simply unwind with friends or strangers
- Overcome loneliness in a safe space designed with inclusivity in mind
- players of all backgrounds and cultures.

## Keywords

Sandbox, creative, mental health, inclusivity, neuro-atypical, life simulation, building, multiplayer



Press coverage 

Images 

Videos 

## ABOUT THE GAME

### Long description

VirtualSociety is a multiplayer sandbox game, where players can meet, socialize, and create together. Realized in a gorgeous hand-painted art style created within the Unreal Engine, the cozy world of VirtualSociety offers players a welcoming space to unwind and hang out. Let your imagination run wild as you customize your world alone or with friends.

**Create your home, decorate it to your liking, and invite friends over to admire your handiwork.** Build your own structures and mold the aesthetics to your taste. You can even form a shared world with fellow players, building a bustling society full of like-minded citizens.

VirtualSociety isn't just about relaxation – there are tonnes of fun and rewarding pastimes to engage in, and even the ability to create your own games within the game. VirtualSociety features a simplified scripting system which allows you to create your own games and activities for you and your friends to enjoy. These features serve as an introduction to programming for young creators who wish to pursue a career in game design or coding.

Developers **Cats & Foxes** stress the importance of inclusivity in VirtualSociety, stating their dedication to making it a safe space for people of all backgrounds, regardless of color, creed, gender identity, or sexual orientation. Express your identity in an accepting utopia where all are welcome.

VirtualSociety is also **being developed with neuro-atypical people in mind.** The life simulation aspects are designed to help players overcome loneliness while becoming comfortable with daily routines. The development team has collaborated with research laboratories and psychologists to create a game experience that has genuine health benefits for players with autism spectrum disorders and phobias. A big emphasis has been placed on accessibility, with adaptive controllers for those with motor disabilities supported as well as also supported.

The team at Cats & Foxes has studied CBT techniques for treating phobias and aims to incorporate this work into the game to help players treat their own phobias. To create a game that speaks to the autistic community through collaboration with 2LPN, a cognitive science laboratory.

2LPN employs a combination of EEGs, heart rate monitors, pupillometers, and sweat sensors to precisely estimate anxiety levels and mental load in evaluated individuals. This interdisciplinary approach allows Cats & Foxes to tailor their interventions effectively.

**The possibilities for creativity within VirtualSociety are almost endless,** making VirtualSociety a positive step forward for social online gaming, and a riotously fun and enjoyable game in its own right.

