

PRESS KIT

# VIRTUAL SOCIETY



Cats & Foxes

# FACT SHEET

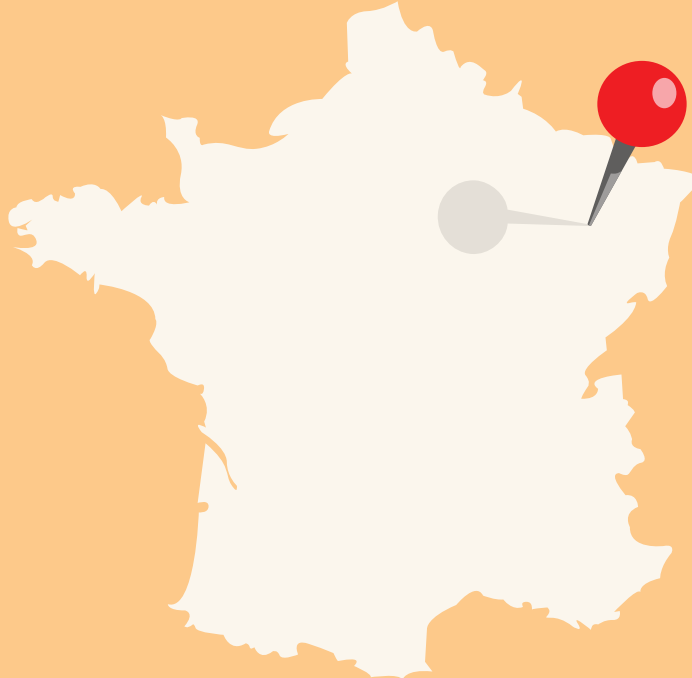
## ABOUT THE GAME

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### DEVELOPER

**Cats & foxes** is an independent game development studio based in Nancy, France.



Founded by **Nicolas Gauville** and **Jimmy Etienne**, both of whom hold PhDs in computer science, the studio prides itself on its innovative spirit and strong collaborative culture.

With its four permanent members, this dedicated team is passionately driving the development of their passion project, **VirtualSociety**.

This tight-knit team has been full-steam ahead on the development of VirtualSociety, with the backing of:

- Incubateur Lorrain
- Inria Startup Studio
- Inria
- La région Grand Est
- Peel
- EastGames

### VirtualSociety

**Release window**  
Late 2025

**Targeted platforms (Early)**  
Windows, Linux, MacOS,

**Targeted platforms (Later)**  
iOS, Android, Steam Deck, Meta Quest

Cats & foxes



VirtualSociety



Steam store page



Press / business contact

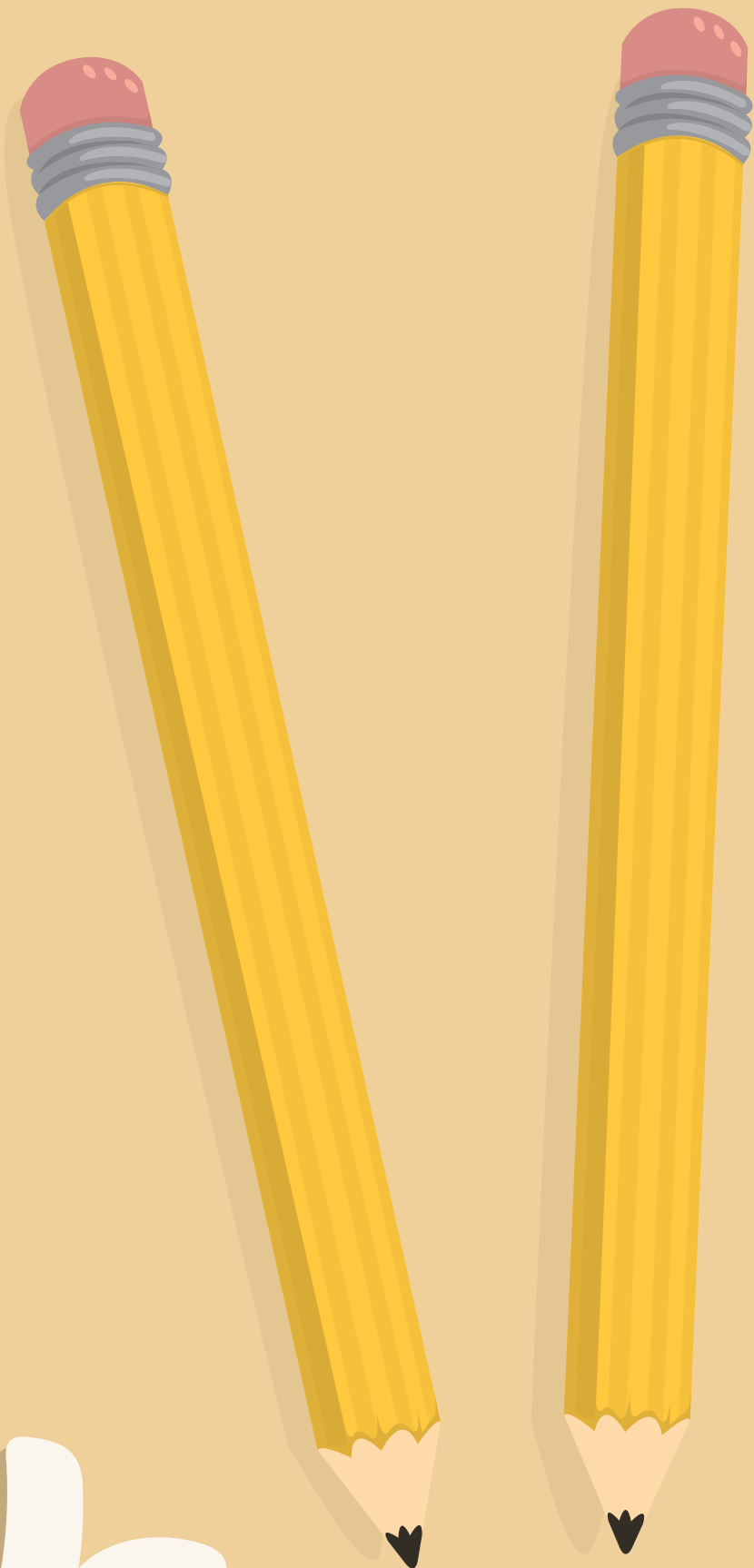






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## ABOUT THE GAME



### Short description

VirtualSociety is a **multiplayer sandbox game**, where players can socialize, play, and create together.

Realized in a gorgeous **hand-painted art style**, the **cozy world** of VirtualSociety offers players a **welcoming space** to create and hang out. VirtualSociety let players imagination run wild as they customize their 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 social interactions and daily tasks.

The development team is collaborating **with research labs and psychologists** to create game experiences that has genuine **health benefits** to players of all backgrounds.

### Key features

- o Customizable **sandbox** world in which players can socialize, play and create
- o Huge suite of customizable assets and tools to **build** amazing structures
- o Simplified in-game scripting tool to **create custom games**
- o **Play** games or simply **hang out** with friends or strangers
- o Overcome loneliness in a **safe space** designed with inclusivity in mind
- o **Meet** players of all backgrounds and cultures

### Keywords

Sandbox   Multiplayer  
Mental health  
Inclusivity   Creative  
Neuro-atypical  
Building   Life simulation

Images



Videos



Press coverage





# FACT SHEET

## ABOUT THE GAME

### Long description

VirtualSociety is a **multiplayer sandbox game**, where players can socialize, play, 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 hang out. The game let players imagination run wild as they customize their world alone or with friends.

In VirtualSociety, players can **create their home or even a full-sized city, decorate it to their liking**, and invite friends over to admire their handiwork. Players can customize every objects to express their own sense of style. They can even build a shared world and construct a vibrant community of kindred spirits.

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

Developers at **Cats & Foxes** holds dear the importance of inclusivity, and are dedicated to **make a safe space** for people of all backgrounds, regardless of color, gender identity, or sexual orientation.

VirtualSociety is also **being developed with neuro-atypical people in mind** by leveraging the simulation's potential to help players overcome loneliness while becoming comfortable with social interactions and daily tasks. 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 disorder and phobia. A big emphasis has been placed on accessibility, with support of adaptive controllers for those with motor disabilities.

The team at Cats & Foxes intend to study how **CBT techniques for treating phobias can be used inside games** and aims to incorporate this work into the game to help players. They want to extends these techniques to create a game that is helpful for the autistic community through a collaboration with the 2LPN, a cognitive science laboratory.

To test how effective the game will be, they will use 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 therapeutic scenarios effectively.

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

