

# Graduation Plan

**Fleur van Stratum**  
**0953823**

**Lifestyle Transformation design**  
**Social Practices**  
**Powerplay**

# Minor project

**PARADOXIA** The Game is a project on biopolitical research.

Biopower is a combination of multiple tools used to perceive a part of the population as a problem. It is visible in biopolitics, systems and laws, that restrain the human body to its genetic existence, erasing social context. These practices lead to segregations and social control, limiting human rights on a basis of biological difference. This discriminatory behavior is justified by the concept of “normal”, there is an “average human” and does that do not fit the profile are allowed to be discarded.

A paradox is at the center of the current problematics. Often the tool used to oppress is also used by activists to defend and protect. The thing you want to eradicate is also the one helping you achieve your goals, a paradox. This game is inspired by the context of trisomy 21, also called Down Syndrome. People with the syndrome exist for more than 5000 years but it's only in 1959 that we discovered their karyotype and we understood that their characteristics came from having a third chromosome 21. In the past 60 years, since that discovery, two very distinct paths went on. On one side, the definition of the syndrome helped activists prove that it's not a disease, that it's something naturally occurring. They obtained better health care, better education and that made the life expectancy of someone born with trisomy 21 more than double, now being close to the average life expectancy. On the other side, the karyotype made the development of a prenatal diagnosis test possible. Paired with a context of larger accessibility to abortion, this development led to an important decrease in the birth rate. Going so far that some countries, like Iceland, had no birth of a baby with Down Syndrome in 2019.

By making ethical decisions about the fictional **PARADOXIA** world, players get to experience this paradox. They reflect on their power to decide for others, the impact of social context on personal decisions and the notion of choice. The aim is to open a dialogue. The game being entertaining and accessible allows new perspectives and more freedom than our daily life would.



**Project site**

**<http://www.poweroflistening.nl/fleur-van-stratum>**

**Process**

**<https://fleurvanstratum.hotglue.me/>**

# Graduation focus

**I will research**  
**the moment of prenatal screening**  
**and its results.**

**My goal is**

**to create tools that broaden the perspectives of the screening and possible results.**

## Possible target groups

**Future parents**  
**Health care workers**  
**Practitioners**



# Plan

## Research methods

**Academic studies**  
**Behavioral psychology studies**  
**Observation**  
**Interviews**

## Practice methods

**Speculation**  
**Gamification**  
**Prototyping**  
**Collaborative ideation**

**Possible partner**

**Verloskundig centrum Rotterdam**  
**<https://verloskundigcentrumbergweg.nl/>**