

Selection for Grafik16 - Pro Helvetia		
Name	Schule / Studio	Projekt
Marco Bach	ZHdK Game design, collective project	Organism
Tunay Bora	ZHdK Game design, collective project	Organism
Florin Gasser	ZHdK Game design, collective project	Organism
Helen Galliker	ZHdK Game design	Monocular
Don Schmocker	ZHdK Game design	Far
Anna Lisa Martin-Niedecken	ZHdK Game design, Koboldgames	Plunder Planet
Koboldgames GmbH	ZHdK Game design, Koboldgames	Plunder Planet
Joel Gähwiler	ZHdK, Interaction Design, collective project	shiftr.io
Kevin Benz	ZHdK, Interaction Design	huii
Elio Haas	ZHdK, Interaction Design, collective project	The Long Journey
Thoams Guthruf	ZHdK, Interaction Design, collective project	The Long Journey
Lea Planzer	ZHdK, Interaction Design, collective project	The Long Journey
Nadja Müller	ZHdK, Interaction Design, collective project	The Big Deal
Ilaria Stendahl	ZHdK, Interaction Design, collective project	The Big Deal
Fanny Schweizer	ZHdK, Interaction Design, collective project	The Big Deal
Luke Franzke	ZHdK, Interaction Design	Liquid light
Giulia Galli	SUPSI, Interaction design	2048+
Mattia Becatti	SUPSI, Interaction design	Blind and Seek
Snigdha Nanduri	SUPSI, Interaction design	Blind and Seek
Asanka Sanjeewa	SUPSI, Interaction design	Blind and Seek
Abrar Burk	SUPSI, Interaction design, collective project	Furr-E
Nicolò Calegari	SUPSI, Interaction design, collective project	Furr-E
Julien Courbat	SUPSI, Interaction design, collective project	Furr-E
Alessandra Angelucci	SUPSI, Interaction design, collective project	Generative Mandala
Giulia Galli	SUPSI, Interaction design, collective project	Generative Mandala
Ramona Banfi	SUPSI, Interaction design	ToastMe - A unique joystick for Super Marshmallow Kingdom game
Marika Magnuszewska	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Yoann Douillet	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Israel Jacob Viadest	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Patrick Arthur Donaldson	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Sarah Bourquin	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Hind Chammas	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Marianna Czwojdrak	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Eun-Sun Lee	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions

Vanessa Lorenzo Toquero	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Étienne Ndiaye	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Mélissa Pisler	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Camille Rattoni	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Léa Thévenot	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Saskia Vellas	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Alexandra Gavrilova	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Paola Gabrielli	HEAD, Media Design, series of digital and print artworks	Diapason (version augmentée), Democrapsy, Massive, a game of forces, Drawing Conclusions
Tania Maccaronelli, Stefano M	Stellex Software	Feel me, Hear me...
Tania Maccaronelli, Stefano M	Stellex Software	Eselmir e i cinque doni magici
Béatrice Gauvain	couch developers	Sam the Sumbot
Philomena Schwab	Team Niche	Niche - A genetics survival game
Philomena Schwab	Capsule Games	Tower Offence
David Canela	David Canela Audio&Sound Design	MODSORK
Samuel Vonäsch	Mr. Whale's Game Service	Schlicht