

Master Thesis/Bachelor Thesis/Internship:

Exergame Design and Development for Adherence Improvement



Background

Kymu is a gamified telerehabilitation platform that enables children with conditions to perform physical therapy at home, making it more engaging, effective, and accessible for everyone involved. Kymu is now taking its next step towards becoming a digital health service.

The Project is driven by Stepan Vedunov and Elia Salerno, two interaction designers. We collaborate directly with the Digital Health Design Living Lab (DHD LL) at ZHdK, combining expertise in health design, serious games, and emerging technology solutions. For the year 2026, we joined the Funding Program DIZH and are part of the ZHdK incubator.

Your Tasks

- **Design and build** novel exergames using computer vision: translate therapeutic movements into intuitive gameplay mechanics.
- Validate prototypes through iterative **user testing** with patients and clinicians.
- Develop and test **motivational strategies** (game mechanics, rewards, narrative) that improve patient adherence in unsupervised, home-based rehabilitation settings.

Your Benefits

- **Interdisciplinary Application:** Apply your research methods across design, technology, and clinical need within a functioning team environment and test your hypothesis with actual people.
- **Real-World Experience:** Gain practical experience in digital health development and clinical feasibility testing.
- **Advance a currently worked on Product:** Contribute to Kymu, a validated pediatric telerehabilitation concept, as we pursue crucial clinical pilots and are a funded project.

Your Profile

- Student in Game Design or recently graduated.
- Strong skills in game mechanics, character design, level design.
- Interest in home rehabilitation field, health design.

Contact



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Learn more about Kymu
<https://kymu.dens.studio/>