



R: Sketch by Atishi Batra  
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# LIVING IN LIMB-O

**Living in Limb-o** re-imagines the world as if it was built keeping in mind individuals with **limb loss & difference**.

## Problem Space

Of the 332 million people in the US, 2.1 million\* live with limb loss or difference and a whopping 28.1 million are at-risk of amputation. In addition to daily life struggles, they live and function in a world predominantly designed for the non-disabled masses. **Living in Limb-o** proposes design concepts that will pave the way for normalising conversation around limb loss and difference, ultimately reducing stigma and friction.

*\* as of 2017. Source: Amputee Coalition*

## Process

**Predispositions > Research > Insights > Concepts > Strategies**

Drawing on Maxine Greene's Social Imagination and the maker movement, design concepts were developed based on personal accounts from individuals with limb loss or difference. These fictional concepts should be treated as "probes" to help us envision and re-build our deficit society. Using these "probes", a participatory workshop was held with an individual with limb loss to start a dialogue, learn about their lived experiences and invite them to ideate.

## Participatory Workshop Probes

1. Embodied experiences and the resulting adaptations to complete daily tasks
2. Perception & representation of and by individuals with limb loss or difference
3. Use of prosthesis for social acceptance rather than personal enhancement
4. Normalisation of limb loss and difference, not an afterthought or extension



Screenshots from the workshop



## DESIGN FOR:

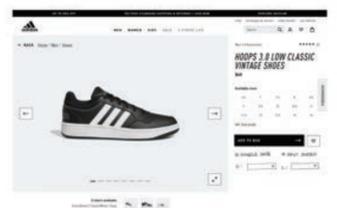
### 1. Empowerment & Ownership

**What if** we could have easier access to adaptive tools?



Handy multi-utility tools

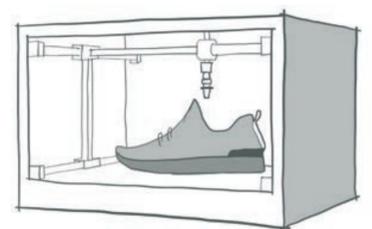
**What if** we could tailor our purchasing to our specific needs?



Choice to buy single / split shoes

### 2. Self-Expression & Freedom

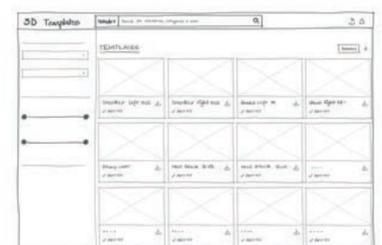
**What if** we could use pre-set templates to 3D print anything?



3D print a single shoe / glove

### 3. Collective Intelligence & Exchange

**What if** we could download pre-set 3D printing templates?



Library of editable templates

### 4. Social Perception & Engagement

**What if** we could learn from others' experiences?



wikiHow for recent amputees