

# WHAT'S ON

## The Hardwood Hub

**Drop-In Design: MultiPLY**  
10:30–17:00

Visit Drop-in Design during the London Design Festival and create your own structure inspired by the landmark project MultiPLY in The Sackler Courtyard. Presented by the V&A.

## The VR Box

**Bioluminescence by Jason Bruges Studio**  
10:30–17:00

Step into the darkness and be transported to the depths of the ocean where the dazzling lights of bioluminescent creatures dance all around. This experience was developed by Jason Bruges Studio for the Natural History Museum's current Life in the Dark exhibition.

## The Hands-on Zone

**Roaming Collections**  
10:30–12.00 and 13.30–15.00

See and touch specimens that have adapted to life in the dark and inspired the Natural History Museum's current temporary exhibition.

**UnBias Fairness Toolkit Workshops,  
Giles Lane (Proboscis) & Alex Murdoch**  
Young people (12-22 yrs) 12.00–13.30  
Open Sessions 15.00–16.30

How far do you trust the apps and services you use in your daily life with your data and privacy? Use the UnBias Fairness Toolkit to stimulate and inspire your own investigations. Presented by the V&A

## The Science Stand

Presented by the Science Museum

**Up, Up and Away**  
10:30–11:30 and 14:00–15:00. Suitable for age 3-7

Join us on a high-flying adventure through the clouds in this fun interactive storytelling. Stick around after for the paper plane contest.

**Stacking Shapes**  
11:30–12:30 and 15:00–16:00. Suitable for age 5+

Throughout the day we'll be turning some wooden sticks and elastic bands into a large pyramid wide enough to stand inside! Come along and help us out.

**Polyheroes**  
12:30–14:00 and 16:00–17:00. Suitable for age 7+

Use modular origami to create your own 3D geometric shape to take home with you.

## The Pod

Brought to Exhibition Road by Brompton Design District and Thought Starters, the Pod is a self-contained, fully functional recording studio. Come and see podcast making in action and take part!  
Visit [www.whitecityplace.com/podcast/thought-starters](http://www.whitecityplace.com/podcast/thought-starters) to listen.

# MAIN STAGE

A series of short talks taking place throughout the day, hosted by Priya Khanchandani, Editor of ICON Magazine, and design curator Max Fraser.

**10:30 Albertopolis & Design A crucible for designing from the 1st to the 4th industrial revolution**

Dr Stephen Green, Senior Teaching Fellow at the Dyson School of Design Engineering looks to the area's rich Design history and exciting future.

**11:00 Can Technology Change the Consciousness of a City?**

Citizens aren't data points in a passive-aggressive algorithm. Abhay Adhikari explores how we build a digitally-enabled city with an abundance of empathy.

**11:30 Material Consequences: London's Wasteline**

Aleksandar Stojakovic and Alexander Frehse, Studio 8FOLD founders, discuss their installation 'Wasteline', presenting ways in which cities are dealing with waste, future models and architecture solutions.

**12:00 Material Consequences: From the physical to the digital**

Materials are being recognised not only as physical objects but are pushing the boundaries into a digital sphere. Seetal Solanki from Ma-tt-er explores how the intangible can be made tangible.

**12:30 Lighting the Way**

Kimberly Bartlett EngTech AMILP MIET takes a look at the dark art of lighting design for the urban realm, showcasing sustainable design, heritage and the bright future of intelligent systems.

**14:00 On Compression**

Leading AI researcher Alex Graves explores the relationship between data compression, prediction, intelligence and creativity.

**14:30 Trustworthy Robots**

Robotic surgeons? Self-driving cars? A shiny metal babysitter? Dr Thrishantha Nanayakkara, in conversation with Prof. Dr. Katharina Seifert, explores whether we could ever trust robots with the things we care most about: our lives and our families.

**15:00 Psychonauts**

Rachel Wingfield from Loop.pH will explore the role of meditation practices and new technologies in creating immersive experiences that transform our relationship to the more than human world.

**15:30 VideoGames: Design / Play / Disrupt**

Kristian Volsing, co-curator of the Videogames exhibition at the V&A, will talk through the ideas behind the show.

**16:00 Natural History for a thriving future**

Digitising collections to design our world, with Helen Hardy, Digital Collections Programme Manager at the Natural History Museum.

**16:30 3D Imaging**

The vital role of technology in advancing the science of nature, by Amy Scott-Murray, 3D Imaging Specialist at the Natural History Museum.

# EXHIBITION ROAD DAY OF DESIGN

Sunday  
23 September 2018  
10.30–17.00

**Join us to celebrate ten years of London Design Festival at the V&A with a special event on Exhibition Road**

Bringing together events by the Brompton Design District, the Design Museum, Imperial College London, the Natural History Museum, the Science Museum and the V&A, this fun-filled day of design, workshops and talks will offer something for everyone, and a unique insight into the many marvels of Albertopolis.



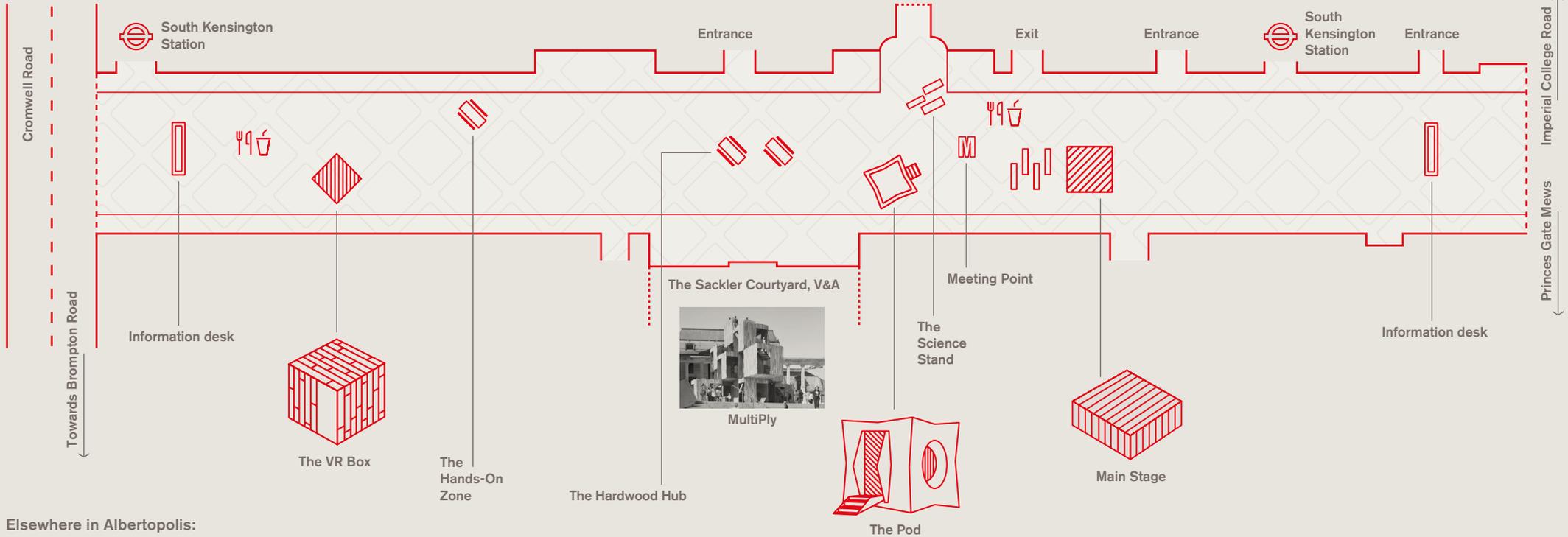
Natural History Museum



Science Museum



Imperial College London



**Elsewhere in Albertopolis:**

**V&A Digital Design Weekend**

Join a weekend of free events exploring Artificial Intelligence, human-machine interaction and potential future worlds. Take part in creative workshops exploring AI, machine learning, making bots and driverless cars; compare your vision of the world with an AI, watch drawing and singing robots, and hear from today's leading practitioners in talks about AI, design, bias and ethics.

**Brompton Design District:** Explore the final day of Brompton Design District's Material Consequences programme, which focuses on design projects that question and rethink attitudes to materials and waste, and the shift to a circular economy. Various exhibition spaces across the district, head towards Brompton Road to discover more!

**Imperial College London:** Imperial's Dyson School of Design Engineering has become a hotbed of ideas since its 2015 launch and this weekend we are opening its doors for the first time: from

new fashion technology, robotic dragonflies, and encounters with an artificial intelligence, come play with the latest prototypes and meet the innovators hoping to revolutionise the way we go about our lives.

**Science Museum:** Design and Engineering Great Object Hunt: pick up the trail from the Science Stand and head inside the Science Museum to follow your curiosity, exploring the amazing objects in our galleries. Get thinking and talking about how design and engineering shape our lives!

**Natural History Museum:** Open your eyes to the new ways scientists at the Natural History Museum are seeing the world. Try out interactive digital experiences, get hands-on with specimens and explore cutting-edge technology. Explore the Wildlife Garden through the lens of a My Naturewatch camera. Try out the kit and learn how to make your own My Naturewatch camera at home!

**MultiPly street furniture by Waugh Thistleton Architects Supported by the American Hardwood Export Council**

London Design Festival at the V&A Landmark project MultiPly explores sustainable, innovative and reusable construction methods and materials. Created from a basic kit of panels, and made from sustainable American tulipwood, the structure is modular. Street furniture is constructed using the same kit of panels and connectors demonstrating how the kit of parts can be re-used and repurposed.

Join Andrew Waugh at 13.30 to hear more about the project. Meet at the entrance to The Sackler Courtyard at the V&A.