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 Sellet, 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.
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.

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 modulable. 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.