



News Release

For immediate release

V&A announces five new Artists in Residence to mark 10th anniversary of the programme

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Today the V&A announces its biggest and most ambitious ever cohort of V&A Artists in Residence to mark the 10th anniversary of the programme. From fields as diverse as video game design, fashion and ceramics, the residents will join the V&A from October to June 2019. They will create new works in response to the V&A's Public Programme and permanent collections and will engage with the public through workshops and talks, supporting the museum's founding mission to inspire the next generation of artists, designers and makers.

This year's residents are: Matteo Menapace (Videogames Resident); Bridget Harvey (Fashioned from Nature Resident); Sam Bakewell (Ceramics Resident); Arianna Nicoletti (Goethe V&A Sustainable Fashion Resident) and Aquí Thami (V&A Research Institute Resident Artist in collaboration with Create London). Since its inception in 2008, the V&A Residency Programme has supported 55 artists, designers and makers to create innovative, award-winning and beautiful works that push the respective boundaries of their fields.

Laura Carderera, Residencies Programme Manager, said: "By nurturing emerging creative talent and its emphasis on education, the V&A Artists in Residence Programme is at the heart of the museum's mission. Our artists in residence play a critical role in reevaluating and reimagining the V&A collections, to give them new meaning and relevance, and bring them into the 21st century."

Matteo Menapace (Videogames resident) grew up in Italy and spent his childhood playing videogames. He went on to build digital toys for the BBC and the Science Museum. Menapace draws inspiration from social issues and current events to make games that provoke what he calls "Minimum Playable Dilemmas": presenting players

with uneasy choices that question their ethics. Menapace will be based at one of the V&A's Sackler Centre Residency Studios.

Bridget Harvey (Fashioned from Nature Resident) is a maker, curator and activist working at the intersection of craft, design, making and remaking. Through her practice, Harvey examines the 'optional durability' of our possessions and questions consumption and production, ownership and materiality. She will be based at one of the V&A's Sackler Centre Residency Studios.

Sam Bakewell (Ceramics Resident) is a London-based artist working predominantly with clay. After graduating from the Royal College of Art in 2011, Bakewell joined Studio Manifold in East London and he won the British Ceramic Biennial in 2015. Bakewell's residency is supported by Maurice and Rosemary Lambert and will be based in the Ceramics Residency Studio in Room 139 of the Ceramics Galleries.

Arianna Nicoletti (Goethe V&A Sustainable Fashion Resident) is a Berlin-based fashion designer and entrepreneur working within the field of sustainable fashion with a focus on circular systems for textiles. She is the co-founder of the fashion label *Aluc*, the concept store *The Upcycling Fashion Store* and the non-profit association *Future Fashion Forward*, all in Berlin. Nicoletti's residency is in collaboration with the Goethe-Institute London. She will be based at one of the V&A's Sackler Centre Residency Studios between 15 October and 15 December 2018.

Aqui Thami (V&A Research Institute Resident Artist) is a Mumbai-based artist, activist and academic. She is a founding member of Dharavi Art Room and is also a member of Bombay Underground, an artist collective that organised the first Zine Fest held in Mumbai. Thami's residency is part of the V&A Research Institute (VARI) portfolio of projects funded by the Andrew W Mellon Foundation. Her residency will take place between 15 October 2018 and 15 January 2019 and is in collaboration with [Create London](#) in East London. Thami will be working at the Rabbits Road Institute in Old Manor Park Library, working closely with the artist collective One of My Kind (OOMK), and runs a community risograph print studio and publishing press at this site, and will be staying at [The White House](#), Create's residency and community space on the Becontree Estate. This is the second collaboration with Create, following the successful residency with artist Wouter Osterholt at The White House in 2017-18.

The V&A was conceived to provide inspiration to the next generation of artists and designers, and since its inception has helped nurture emerging talent by offering space for creating, designing and making within the museum. Famous examples include the photographer Julia

Margaret Cameron, who was given a space by founding Director Henry Cole so that she could set up a studio in the museum, to Godfrey Sykes, designer, metalworker and sculptor, who led a Design Studio in the V&A for six years in the museum's early history.

-ENDS-

Notes:

For further press information please contact Catherine Poust on 020 7942 2683 or email c.poust@vam.ac.uk. Press images can be downloaded from pressimages.vam.ac.uk.

To mark the 10th year anniversary of the residency programme, there will be a special programme of talks, tours and displays by current and former residents during London Design Festival, which you can read more about [here](#).

Fashioned from Nature

Sponsored by the European Confederation of Linen and Hemp – CELC

21 April 2018- 27 January 2019

Fashion, Room 40,

Fashioned from Nature explores the relationship between fashion and nature from 1600 to the present day. Fashion draws inspiration from the natural world, but also depends on it for raw materials and energy. In the first UK exhibition to examine the environmental impact of fashion over more than 400 years, fashionable dress is presented alongside natural history specimens, taxidermy and unprocessed materials to draw attention to the materiality of fashion and the sources of our clothes. The exhibition asks how we can design a more sustainable fashion industry and what we can learn from the last 400 years.

Videogames

8 September 2018 – 24 February 2019

Room 39 and the North Court,

There is a renaissance happening in videogames. A new wave of designers, players and critics are pushing the boundaries of the medium in radical new ways. This V&A show is the first to fully consider the complexity of videogames as one of the most important design fields of our time, investigating ground-breaking contemporary design work, creative and rebellious player communities and the political conversations that define this movement. This exhibition explores the design and culture of the medium since the mid-2000s, when major technological advancements increased access to the internet, social media and new means of making which had a profound impact on the way videogames are designed, discussed and played.