

Friday Late: All To Play For

Friday 25 January 18.30 – 22.00



How do we play today and how might we play tomorrow? This Friday Late, discover how makers and players are pushing boundaries, challenging ideas of what play can be and how it relates to society as a whole. Solve riddles to find your way out of an escape room and work together to decode a puzzle of dancers. Play newly commissioned videogames and take your first steps in designing your very own, as we explore the future of games and gaming.

This Friday Late, all tickets to Videogames: Design/Play/Disrupt are £5. Head straight to the exhibition entrance to buy a ticket or speak to a member of staff for more information. Available on the night in person only.

Cosplayers are welcome, but please note replica weapons or firearms are not permitted in the V&A.

All events are free and places are designated on a first-come, first-served basis unless stated otherwise. Filming and photography will take place at this event. If you have any access requirements, please let us know in advance by emailing disability@vam.ac.uk.

Please note, if the V&A reaches capacity we will allow access on a one-in, one-out basis.

#FridayLate

A

Ruf Dug

Cromwell Road, Grand Entrance

From the dirtiest cassette techno, through the smoothest street soul to tropical island beats; from sensual sunset ambiences, through late-night disco peakers to burned out boogie. Ruf Dug boasts his own monthly NTS show, runs the highly collectible Ruf Kutz imprint and co-owns Manchester's newest and weirdest appointment-only record shop, Hi-Tackle – a paradise of vinyl gems and computer games.

@rufdug

rufkutz.net

B

STACK

The Raphael Cartoons, Room 48a

19.00, 20.00, 21.00

STACK is a playful and interactive dance-puzzle choreographed by Janine Harrington with sound design by Jamie Forth. STACK behaves like an open-ended game where dancers amass and scatter in various configurations following a logic to be discovered by the audience. Work together to compose or erode an image to bring dancers together or keep them apart. Performed by Elisa Vassena, Lena Kimming, Christopher Matthews, Vanessa Abreu, Janine Harrington and Elettra Giunta. Supported by the National Lottery through Arts Council England with additional support from South East Dance, Sadler's Wells and Roehampton Dance.

janineharrington.com

C

Xbox Adaptive Controller

Fashion, Room 40

The Xbox Adaptive Controller was designed to meet the needs of gamers with limited mobility and was built from the ground up through strong partnerships with charities and many community players. Their input has helped shape the design, functionality and packaging of the Xbox Adaptive Controller. Play a selection of popular videogames in this live demonstration of the controller, which was acquired by the V&A as part of its Rapid Response Collecting programme in September 2018.

@XboxUK

xbox.com

D

War Child UK: Gaming for Good

Paintings, Room 82,

The Edwin and Susan Davies Gallery

War Child UK, the charity supporting children affected by conflict, has a strong heritage of fundraising with the gaming industry. Whilst many gamers enjoy virtual conflict, for children living in war zones today, there is nothing enjoyable about their reality. War Child UK is harnessing the power

of gaming for good and launched its latest instalment of the fundraising campaign 'HELP' on mobile in 2018. The charity will be showcasing the innovative mobile gaming app alongside other gaming activations and stories from children it helps across the world.

@WarChildUK
warchild.org.uk

E

Wobble Garden

Sculpture 1300–1600, Room 25

Interact with Robin Baumgarten's newest experimental, playable platform Wobble Garden. Made of bright LED rings, door stopper springs and a variety of interactive modes, the installation is somewhere between a videogame, toy, and an interactive art installation. Explore the platform alongside early prototypes of Wobble Garden.

@Robin_B
wobble.garden

F

V&A Videogame Commissions

*Medieval & Renaissance, Room 64b,
The Simon Sainsbury Gallery*

To coincide with the exhibition Videogames: Design/Play/Disrupt, the V&A has commissioned three games designers to develop a new digital playable work, which are being showcased for the first time.

Oceanarium by Paloma Dawkins

Inspired by the quote 'we know more about deep space than we do about the ocean', in this game you meet alien-looking fish in the deep sea that are afraid of a human invasion. Play as a cuttlefish, clumsily pumping around planets while strange creatures recite scary poetry to you.

@misserious999
palomadawkins.com

In the Pause between the Ringing by Studio Oleomingus

In the Pause between the Ringing is a rumination about completion, about territorial margins and about the haunting of bodies and memories that are translated across borders. It is an adaption of an unpublished essay written by Mir UmarHassan for the editor of the Malwa Chronicle in the July of 1958. The essay, which is a translation of one of William O'Shaughnessy's treatise on the history of the telephone in India, chronicles telephone

mining from the Bakelite pits of the Pitambar forest and the revival of this strange geological implement under O'Shaughnessy's supervision during his tenure as the Superintendent of Telegraphs in British India. @studiooleomingu
oleomingus.com

29 Steps by Kitty Calis and Jan Willem Nijman

When you play a game, there is usually a perfectly laid-out path. In this game, things are a little different. What happens when an ordinary exploration game is used as an expressive extension of the players' expectations? Interactions in a virtual space are shaped not only by what is presented, but also by all spaces previously visited. This is one such a space and you're right at the door...

@kittycalis
@jwaaaap

G

l i m i t: Eli Rainsberry

Tapestries, Room 94
19.00, 20.30

Experience a collaborative and interactive sound art performance where you are invited to direct the soundscape. Eli Rainsberry is a composer, sound artist and audio designer, specialising in sounds for animated, interactive, and interdisciplinary works with a focus on independent videogames and animations. In l i m i t, you have the chance to select words which set different limitations for Eli to play with. Sit in and hear the improvisational soundscape change with accompanying geometric visuals.

@elirainsberry
elirainsberry.com

H

Meet Game Workers Unite UK

The Lydia and Manfred Gorvy Lecture Theatre, Level 4,
20.00

The games industry may appear a glamorous and fun place to work, but the reality is much harsher. Long hours, sudden firings, harassment – these are the issues many workers are dealing with. In this panel talk, hear how times are changing and meet the organisers of Game Workers Unite UK, a worker-led, democratic organisation that represents and advocates for UK game workers' rights. Find out how a global movement for unionisation began and what their hopes and

challenges are in advocating for good work conditions in the sector.

@GWU_UK
gwu-uk.org

Karn Bianco is a Portsmouth-based freelance games developer and the Chair of the Game Workers Unite UK branch of the Independent Workers Union of Great Britain.

@Spydarlee

Austin Kelmore is a London-based full-time games developer and the Secretary of the Game Workers Unite UK branch of the Independent Workers Union of Great Britain.

@AustinKelmore

Marijam Didžgalvytė is a London-based freelance games journalist and the Chair of the Communications Committee of Game Workers Unite International.

@marijamdid

I

Tippoo or not Tippoo

The Blavatnik Hall

Inhabit a museum object to discover unbelievable truths, testing your knowledge and wit. Are you terribly common? Were you made for a Sultan? Have you a twin? Were you stolen? Were you part of a ritual? How symbolic is your decoration? Respond to questions by occupying the corresponding square on a giant board. Teams of three, first come first served. Hecklers desired!

@geek__play
geek-play.com

J

Make Your First Game (in just one hour!)

Art Studio, Sackler Centre for arts education

20.30

Please note this workshop has a limited capacity.

Sign up from 18.30

How do you make a videogame? You prototype it on paper first! In this workshop you will go from zero to a playable game prototype in just one hour. Suitable for everyone, no prior game design or coding knowledge required. Led by Matteo Menapace, videogames designer in residence at the V&A.

@baddeo

beesness.games

K

It's Dangerous to go Alone

Digital Studio, Sackler Centre for arts education

Please note this game has a limited capacity. Sign up from 18.30

You and your friends have been sucked into a slightly buggy retro videogame! In this escape room experience, teams of five have just 25 minutes to work together, complete four themed levels and beat the clock – or else it's game over! Sign up to play, or just drop in to watch throughout the evening.

@Sacha_Coward

L

Black Girl Gamers Presents: DIY Generation

Hochhauser Auditorium, Level one, Sackler Centre for arts education

19.00

Black Girl Gamers is an online platform dedicated to heightening Black women's voices in gaming and promoting diversity and inclusion in the gaming industry. Gaming is experienced in all different walks of life, but its culture has long been considered a monolith. The rise of social media has brought new diverse experiences and narratives to the surface that are challenging the status quo. Black Girl Gamers talks to a new wave of innovators who are diversifying gaming culture in their own way.

@Official_BGG

theblackgirlgamers.com

Mr Midas, Host and Creator of GGR Gaming

@mrmidasgames

Stephanie Ijoma, Founder of Nnesaga

@_stephanienneoma

Timi Ofarn, Host of The N-Erd Council Podcast

@uncletimi

Adam Campbell, Co-Founder of BAME in Games and Games Manager at Azoomiee

@AC_Revolution

M

Black Girl Gamers: Changing Games from Beyond the Screen

Hochhauser Auditorium, Level one, Sackler Centre for arts education

20.30

The future of gaming is _____. It is a pivotal time in the industry and we are starting to be able to

(pardon the pun) play through uncharted ground. But what does that mean for the future of gaming and how inclusive is it? Black Girl Gamers talks to four industry professionals who are impacting the way games are made and what they think the future holds.

@Official_BGG
theblackgirlgamers.com

Joyce Adeluwoye-Adams, Head of Diversity and Inclusion at KING

Des Gayle, Founder of Altered Gene and UKIE Board Member
@Kid_Desimo

Jodie Azhar, Game Director at Teazelcat Studios and Technical Art Director
@JodieAzhar

Phoenix Perry, Founder of CODE Liberation and Game Designer
@phoenixperry

N

Matteo Menapace: V&A Videogames Designer – Open Studios

Residents Studio 2, Sackler Centre for arts education
Until 20.00

Meet the V&A videogames designer in residence Matteo Menapace, play his latest game prototypes and learn how to use games to explore the socio-political issues you care about.

@baddeo
beesness.games

PROGRAMME COVER DESIGN

Yuk Fun
@yukfunwow
yukfun.co.uk

ALSO ON

Fashioned from Nature

Until 27 January 2019

Supported by the European Confederation of Flax and Hemp - CELC

Additional support from G-Star RAW

Videogames: Design/Play/Disrupt

Until 24 February 2019

Generously supported by the Blavatnik Family Foundation

£5 tickets for Videogames: Design/Play/Disrupt are available in person on the night. Please speak to a member of staff for more information.

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