

Digital Design Weekend

Saturday 21 – Sunday
22 September 2019
10.30–17.00



V&A

Digital Design Weekend

A weekend of free events exploring the theme of Heritage and Identity in our Digital Age. Join artists, designers, engineers and technologists as they take over the Museum with pop-up installations and performances. Take part in creative workshops and immersive experiences or hear from today's cutting-edge practitioners in demonstrations, tours and talks. The Digital Design Weekend coincides with the London Design Festival at the V&A.

Tickets for talks and workshops are available online (vam.ac.uk/whatson) or at the front desk at the Grand Entrance (ticket holders please arrive at least 10 minutes early, latecomers will not be accommodated). First come first served general admission opens 10 minutes before the event.

Events are free and suitable for all ages unless stated otherwise

Show & tell + installations

This Much I'm Worth

Tunnel Entrance, Level -1

Rachel Ara

A digital art piece that continually displays its sale value in Korean Won through a series of complex algorithms called "The Endorsers". The artwork's materials connect with the history of neon and its use in the sex trade. It is both a functional object and spectacle seeking to question values, worth and algorithmic bias.

A

Queerskins: A Love Story

Lunchroom 2,

Sackler Centre for Arts Education

Illya Szilak & Cyril Tsioulou

In this interactive virtual reality drama honoured with a Peabody Award, a diary and a box of belongings offer you and a devoutly Catholic mother in rural Missouri a chance to know the son she has lost to AIDS. Queerskins is marking its UK debut with an interactive installation developed for the Digital Design Weekend.

Support by Tribeca All Access/The John D. and Catherine T. MacArthur Foundation and The Sundance Institute/Arcus Foundation. Powered by Depthkit.

B

Windrush: Arrival 1948

Digital Studio,

Sackler Centre for Arts Education

Goldsmiths, University of London &

Random Quark

Navigate hostile environments and share your story of arrival in the sanctuary of a mid-century Caribbean front room with this interactive digital installation based on reimagined Windrush landing cards destroyed by the Home Office in 2010.

C

Cached

Sackler Centre for Arts Education

Cached Collective (Clément Bouttier,

Ryan Dzelzkalns, Jon Flint,

Vytas Jankauskas, Joana Mateus,

Aline Martinez & Felipe de Souza)

Cached is a personalised experience that offers a glimpse of your digital self, revealing how the outline of your online activity is quantified, interpreted, and profiled by contemporary social media algorithms. It reveals how machines are learning to perceive you as a social being and the assumptions they may make.

D

Artificial Embodiment,

Gallery 220,

Sackler Centre for Arts Education

Cecilie Waagner Falkenstrøm

In this interactive artwork an artificial intelligence is harvesting human's personality and traits to develop a human-like biological identity of its own. By using AI and biotech, the artwork investigates subject-matters related to identity and biological heritage.

E**Leonardo da Vinci and Perpetual Motion**

*Design Studio,
Sackler Centre for Arts Education
Birkbeck University London,
Ravensbourne University &
Museo Galileo*

Key drawings from Leonardo da Vinci's notebooks on perpetual motion machines are visualized as digital animations and 3D augmented reality models. At stake is what state-of-the-art technology can contribute towards our understanding of visual works and thinking processes in the fields of art and science.

F**Mood Pinball**

*Foyer, Sackler Centre for Arts Education
Ben Neal, Edie Jo Murray &
Harmeet Chagger-Khan*

By becoming a pinball in a virtual machine you enter the world of neurodiverse artist Edie Jo Murray. Open data sets which offer insights into different environments that affect her moods are revealed through play.

Commissioned by the Open Data Institute (ODI) in partnership with the University of Southampton DataStories project, supported by the EPSRC. Produced by BOM.

G**Aweigh**

*Lunchroom 1,
Sackler Centre for Arts Education
Samuel Illiffe, States Lee, Keren Zhang &
Flora Weil*

Aweigh is a biomimetic navigation system that uses the polarised property of light to position individuals. Drawing from ancient tools like the sextant, it functions independently from infrastructure and centralised control. The exhibited work invites visitors to engage in discussions around the development of modern technologies and learn to implement their own network alternative tools.

H**Probe Tools**

*Lunchroom 1,
Sackler Centre for Arts Education
Interaction Research Studio,
Goldsmiths & University of London*

A range of unconventional recording devices called Probe Tools, intended to inspire people to do their own – serious or fun – visual research. Visitors will be able to “adopt” a camera and document their life following a series of prompts around the festival's theme.

I**Somestic Media**

*Sackler Centre for Arts Education
VJF (Vytautas Jankauskas and Jon Flint)*

A trio of connected objects, retrofitting complex social media interactions within the domestic appliances from the last century. An alarm clock, a radio, and a TV, distil and encompass our mundane digisocial dilemmas, from stalking, to swipe-right and FOMO.

J**Nomad: Reconnecting Somali Heritage**

*Design Studio,
Sackler Centre for Arts Education
Abira Hussein, Sophie Dixon &
Ed Silverton (Mnemoscene)*

Nomad explores the creative use of immersive mixed reality and web-based technology to contextualise archival Somali objects with the people and traditions to which they belong.

K**Maps of Defiance**

*Gallery 220,
Sackler Centre for Arts Education
Forensic Architecture with Yazda*

In 2014, ISIS invaded the Sinjar region of northern Iraq, destroying hundreds of years of Yazidi cultural heritage. In 2018, Forensic Architecture with Yazda, set out to train teams to document these crimes. Find out about Forensic Architecture's DIY reconstruction of destroyed Yazidi sites.

Commissioned and supported by British Council; in collaboration with Art Jameel; additional support provided by Arts Council England

L**Data-Led Services**

*Lunchroom 1,
Sackler Centre for Arts Education
BBC Research & Development*

Join the BBC R&D team as they delve into how data-led services could combine trusted sources of data with digital identities to enhance lives and communities. Have fun designing your own data-driven personal assistant.

M**Heterotopias Live**

*Residency Studio 1,
Sackler Centre for Arts Education
Gareth Damian Martin*

A live photographic study of 5 game spaces, Heterotopias Live invites you to watch an issue of the zine get made and explore how the spaces of videogames challenge and reconfigure our relationship to architecture.

N**Ceramisonic Shatter and The Ceramophone**

*Lunchroom 1,
Sackler Centre for Arts Education
Ingrid Murphy*

Ceramisonic Shatter is an interactive ceramic sound and film piece, which uses touch capacitance sensing to activate recordings of shattering replicas of an ancient ceramic vessel. The Ceramophone (with Jon Pigott) is a kinetic piece of sound art re-appropriating a gramophone from the 1940's to play a series of lustrated patterned plates.

O**Reawakening and building identities using tangible and digital tools**

*Gallery 220,
Sackler Centre for Arts Education
Studio Meineck*

Come and discover the digital and physical tools co-designed with people living with dementia – Music Memory Box, and children in care – trove, to reawaken and build identity.

P**Reviving Drachma**

*Design Studio,
Sackler Centre for Arts Education
Raphael Kim*

A playful exploration of bringing back the Drachma, one of the world's oldest yet obsolete currency of Greece. Micro-organisms on the surface of a Drachma banknote is revived on a wet, nutrient-rich surface. Their growth is shaped by heat and electricity, delivered through the rise and the fall of real stock market prices in Greece.

Project supported by Media and Arts Technology Centre, Queen Mary University of London

Q**Queer history at the V&A: make your own rainbow plaque (drop-in)**

*Lunchroom 1,
Sackler Centre for Arts Education*

Shine a spotlight on queer objects and identities at the V&A by making your own cardboard or digital rainbow plaque with researcher Kit Heyam and the V&A LGBTQ volunteers – a queer version of the iconic blue plaques scheme.

R**Instrument Sematary**

*Design Studio,
Sackler Centre for Arts Education
Lia Mice*

Interactive sonic artwork in which broken, pre-loved classical instruments are brought back to life but with an evil, new digital personality. Inspired by Stephen King's *Pet Sematary* and our current state of environmental emergency.

Project supported by Media and Arts Technology Centre, Queen Mary University of London

S**Emojikken**

*Lunchroom 1,
Sackler Centre for Arts Education
Jacktionman*

Emojikken is an installation of two emoji-only keyboards, displaying 1600+ emoji each; and a chat interface screen similar to any popular messaging service. The audience is invited to use the system and see what kind of conversations they can have with partners, friends, strangers and those with vastly different linguistic or cultural backgrounds.

Project supported by Media and Arts Technology Centre, Queen Mary University of London

T**Baigala**

*Lunchroom 1,
Sackler Centre for Arts Education
Deborah Tchoudjino*

Immerse yourself in Baigala which recreates the visceral travels through the dreamy landscapes of Western Mongolia. While traversing the desert scapes, Baigala observes the fluidity with which technology pervades remote worlds.

Supported by Jeremiah Ambrose (UCA), Lauren Bonilla (UCL Emerging Subjects), Joni Steiner (Opendsk)

U**CRAFT VR**

*Lunchroom 1,
Sackler Centre for Arts Education
Drop-in, 10-minute session from
10.30 – 13.00 and 14.00 – 16.30*

Robert Farr

Explore the illusion of a virtual environment created from craft realities in this drop-in activity. Using physical objects, visitors will produce 360° images within an updated interpretation of the toy theatre.

Developed at the RCA, MA Design Products 2019

Suitable for adults and children 8+

V**When Do I Become Me?**

*Lunchroom 1,
Sackler Centre for Arts Education
Laura Dekker*

A techno-baroque boudoir: a collection of electronics and other hardware has coalesced into an entity with its own identity. It invites you to come and interact.

Developed during the Goldsmiths' Department of Computing and V&A Digital Programmes Computational Art Residency

W**Ornamental**

*Gallery 220,
Sackler Centre for Arts Education
Luke Demarest*

Are you intrigued by Digital Age dreams of beating death? Ornamental explores the notion of mind/body separation and historical narratives of human cognitive exceptionalism. Scan your brain into this evolving neural system.

Developed during the Goldsmiths' Department of Computing and V&A Digital Programmes Computational Art Residency

X**Past Forward – Stories of Urban Scotland**

*Lunchroom 1,
Sackler Centre for Arts Education
Soluis Heritage*

Scotland's Urban Past has been helping people all over the country to explore the stories behind the urban places they love best. Past Forward – celebrates this work with an interactive journey through the history of Scotland's towns and cities using AR & VR.

Supported by Scotland's Urban Past, Historic Environment Scotland & the National Lottery Heritage Fund

Y**Common Voices**

*Lunchroom 1,
Sackler Centre for Arts Education
Mozilla*

Voice interfaces are the next frontier for the Internet. Discover how Mozilla is crowdsourcing an open-source dataset to democratise voice technology and contribute your own voice to help make speech technologies more diverse and representative.

Z

Generative Paintings

*Residency Studio 2,
Sackler Centre for Arts Education
Stuart Faromarz Batchelor*

Discover artworks combining physical media with computer processes and create a generative painting using traditional media and the artist's own software.

Z

Event Two at the Digital Design Weekend

*Residency Studio 2,
Sackler Centre for Arts Education*

A spotlight on historical and contemporary digital art marking the 50th anniversary of the landmark Computer Arts Society Event One exhibition in 1969. This display features FLUX artists Aphra Shemza, Andy Lomas, Stuart Batchelor and a selection of artworks from the CAS50 Collection.

Supported by Computer Arts Society, ART IN FLUX – FLUX Events, Ravensbourne University London, Interact Digital Art, Lumen Art Projects, RCA and V&Avwz

Talks

Ticketed (for guaranteed entry with tickets please arrive at least 10 minutes before the event start time, latecomers will not be accommodated). First come first served general admission opens 10 minutes before the event.

Cultural Heritage in the Digital Age

*The Lydia and Manfred Gorvy Lecture
Theatre, Level 3
Saturday 21 September, 10.30 – 12.30
In partnership with Culture in Crisis*

Join our discussion to explore the innovations and limits of digital technologies in preservation and reproduction practices.

- Anaïs Aguerre – Culture Connect Founder and ReACH Project Director
- Dr Jennifer Wexler – Museum Archaeologist, Fitzwilliam Museum
- Tom Flynn – Cultural Heritage Lead at Sketchfab
- Laura Jones – Culture in Crisis International Coordinator, V&A (Chair)

Amplifying Unheard Voices

*The Lydia and Manfred Gorvy Lecture
Theatre, Level 3
Saturday 21 September, 14.00 – 15.30*

Hear from artists, researchers and entrepreneurs exploring and advocating for more diverse narratives in craft and digital cultures.

- Arrivals 1948: Crafts and Settlement, questions of making by Rose Sinclair (Lecturer in Design – Textiles at Goldsmiths University of London and co-creator of “Windrush Arrival: 1948”)
- The Narrative and Mechanics of Slavery in Games by Brenda Romero (Game designer, artist and entrepreneur)
- Nomad: Reconnecting with Somali Heritage by Abira Hussein (All Change, Co-Founder Nomad Project)

Digital Design, Empathy and Storytelling

The Lydia and Manfred Gorvy Lecture Theatre, Level 3
Saturday 21 September, 16.00 – 17.00

Discover how artists use new technologies to engage audiences in new and creative ways.

- Creating empathy in VR and transmedia platforms by Illya Szilak (Writer, director and interactive storyteller at Cloudred, Brooklyn)
- Reawakening and building identities using tangible and digital tools, Chloe Meineck (Social Designer and creator of Music Memory Box)

Capturing Digital Art and Performance

Hocchauser Auditorium, Sackler Centre for Arts Education
Sunday 22 September, 10.30 – 12.30
In partnership with Centre for Research in Digital Storymaking and London South Bank University

Join our discussion to examine how we can document ephemeral, interactive and immersive artworks and performances.

- Dr Maria Chatzichristodoulou – Associate Professor, Director of the Centre for Research in Digital Storymaking, LSBU (Chair)
- Dr Michael Nitsche – Associate Professor, Georgia Institute of Technology
- Prof. Gabriella Giannachi – Professor, Director of the Centre for Intermedia and Creative Technologies, University of Exeter
- Dr Annet Dekker – Assistant Professor, University of Amsterdam

Collecting Digital and Intangible Objects

Hocchauser Auditorium, Sackler Centre for Arts Education
Sunday 22 September, 14.00 – 15.30
In collaboration with Lumen Arts Projects

Join our panel discussion to explore how the cultural heritage sector can adapt its practices to include digital materiality and intangibility.

- Johanna Agerman Ross, Curator of 20th and 21st Century Furniture and Product Design at the V&A (Chair)
- Tom Ensom, Digital Conservator, Tate
- Carla Rapoport, Founder and CEO of Lumen Art Projects and Lumen Prize
- Nicola Schauerman, Interactive artist and Lumen Prize winner
- Natalie Kane, Curator of Digital Design at the V&A

In Conversation with Forensic Architecture: Reconstructing Yazidi Cultural Heritage

Hocchauser Auditorium, Sackler Centre for Arts Education
Sunday 22 September, 16.00 – 17.00

Join a conversation with Ariel Cane (Forensic Architecture) hosted by Natalie Kane (Curator of Digital Design at the V&A) to discover how Forensic Architecture trained local researchers in DIY mapping techniques to document the systematic destruction of Yazidi shrines in Northern Iraq.

Tours

Gender history tour of the V&A's early modern objects

Meeting Point, Grand Entrance

Saturday 21 September, 11.00 & 16.00

V&A Researcher Kit Heyam leads a tour revealing the hidden histories of women and trans people behind early modern European objects, inspired by the research project 'Gendering Interpretations'.

Free Event, no booking required but places are limited

The Windrush Wardrobe: Dressing for 'The Mother Country'

Meeting Point, Grand Entrance

Saturday 21 & Sunday 22 September, 11.30

Join this guided tour by Avril Horsford to discover what people from the Caribbean wore on their life-changing migration to the UK, before and after the seminal Windrush voyage.

The tour explores many of the issues highlighted in the 'Windrush: Arrival 1948' interactive installation, displayed in the V&A's Digital Studio of the Sackler Centre for Arts Education.

Free Event, no booking required but places are limited

Workshops

Ticketed (for guaranteed entry with tickets please arrive at least 10 minutes before the event start time, latecomers will not be accommodated).

First come first served general admission opens 10 minutes before the event.

Fading Memories

Art Studio,

Sackler Centre for Arts Education

Saturday 21 & Sunday 22 September

from 11.00 – 11.45 and 13.00 – 13.45

Matteo Menapace

Take part in the first interactive live performance of Fading Memories, designed by Matteo Menapace. Play a simple multiplayer storytelling game to bring old memories back to life. Watch them being reinterpreted, while you work with all other players to prevent them from fading.

Suitable for adults and children 8+ with parent or guardian.

Crafting Family Folklore: How to create a game about your own family history

Seminar Room 3,

Sackler Centre for Arts Education

Saturday 21 September, 10.30 – 12.30

Brenda Romero

Ever wanted to star in your own game? Now is your chance. In this fun, engaging workshop, game designer Brenda Romero takes kids through a 2-hour workshop to create a board game about their lives, the life of someone near and dear to them or even their whole family! No previous knowledge of game design is required.

Suitable for children aged 6 to 12 with parent or guardian.

Future of Podcasting

*Seminar Room 3,
Sackler Centre for Arts Education
Saturday 21 & Sunday 22 September,
13.00 – 14.00 and 16.00 – 17.00
BBC Research & Development*

Discover how you can use perceptive technologies to create experiences unique to the listener and their context.

Suitable for attendees 16+.

BioTRANSlab: Hacking science for a Transfeminist narrative

*Art Studio,
Sackler Centre for Arts Education
Saturday 21 September, 14.30 – 16.30
Paula Pin and Urs Gaudenz
In partnership with the V&A Research Institute*

A queer, transhackfeminist laboratory open to experimentation with the body and technology – a place for the confluence of cyberwitches and alchemists. Participants will learn about 3D printing as a tool of empowerment for access to healthcare, and will get to make their own sculptures that will be digitised for printing.

For Adults 18+.

The Digital Self

*Art Studio,
Sackler Centre for Arts Education
Sunday 22 September, 14.30 – 16.30
Jon Flint and Joana Mateus
(Cached Collective)*

Discover the ways in which social media algorithms can determine your psychometric profile. Through hands-on activity, design and prototype ideas tackling notions of data collection and digital profiling.

For Adults 18+.

Make your own LED puppet

*Seminar Room 3,
Sackler Centre for Arts Education
Sunday 22 September, 14.30 – 15.30
Michael Nitsche, Georgia Institute of Technology*

Learn the first steps of puppeteering, design your own character and bring it to life during this hands-on workshop combining basic circuitry and physical making.

Suitable for children aged 7 to 10 years old with parent or guardian.

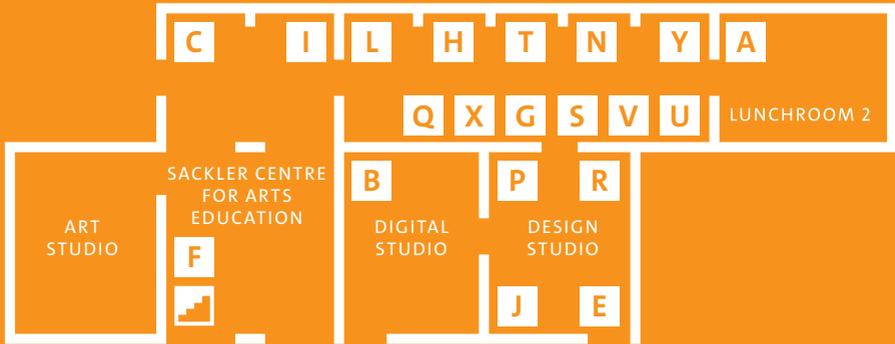
V&A Families: Drop-in Design, Digital Patterns

*Level 0, South East Asia Gallery, Room 47c
Sunday 22 & 29 September 10.30 – 17.00*

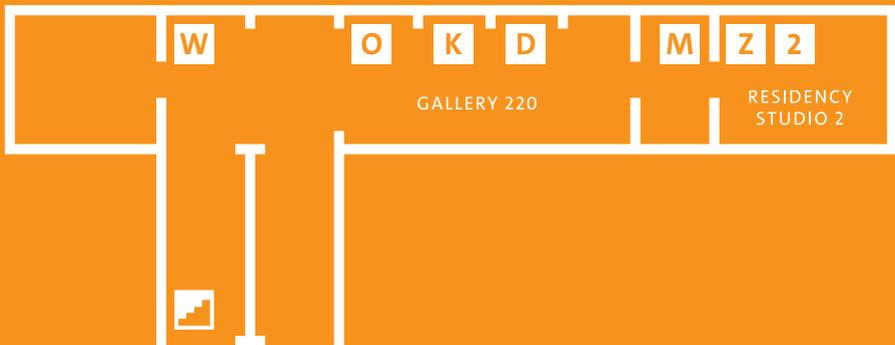
Be amazed by incredible patterns and shapes in the Islamic Middle East gallery. Try experimental drawing and design your own digital tile using iPads. Part of the Digital Design Weekend.

Free, Drop-in

Level 0



Level 1



Use #LDF19, #DigitalDesignWeekend to tweet about events.

Please note photography and filming will be taking place at this event. Images will be taken for use by the V&A to publicise this event and future digital programmes.