V&A South Kensington
Sat 24 – Sun 25, September 2022
10.30 - 17.00

Digital Design Weekend
Digital Design Weekend

Join artists, designers and technologists for a weekend of free workshops, talks and demonstrations exploring the intersection of technology and design.

This year’s Digital Design Weekend investigates how digital design can help make the reality of climate change visible to us all. Interactive exhibits will showcase how emerging digital fashion practices can redefine our relationship with fashion and address urgent environmental challenges such as waste and disposability. The festival also invites visitors to reflect on their own online behaviours through playful experiences exploring trust, bias and privacy issues.

All events are free, and places are assigned on a first-come, first-served basis, unless stated otherwise. Tickets for talks are available on our website (vam.ac.uk/whatson).

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.

#DDW22
#LDFA22
Show & tell + installations

A
Awakening, By Gary James McQueen and Simon Emmett
Fashion, room 40
Experience an entirely digital fashion shoot, a creative collaboration between artist/designer Gary James McQueen and photographer Simon Emmett. Immerse yourself in the virtual set by capturing your look and try-on digital garments through AI-powered smart-mirror technology.

Creative artwork and designs by Gary James McQueen. AI virtual try-on and smart mirror technology powered by TexelModa. Virtual production by ShapeShifters. Lighting Artist Anton Palmqvist. Supported by Epic Games.
@garyjamesmcqueen

B
Edge of Reality: Experiencing Data (Un)Sustainability by Imagination Lancaster and BBC R&D
Sackler Courtyard
Step inside the ‘Edge of Reality’ futuristic caravan to experience an imaginary future influenced by AI, ‘smart’ technologies and the data we generate every day. Play a ‘choose your own adventure’ style game that challenges you to reflect about how your online behaviours are affecting the planet’s climate.

Funded by the PETRAS National Centre of Excellence for IoT Systems Cybersecurity.
@EdgeofReality__

C
Digital Craftsmanship: Social and Environmental Musings by Bureau 555
Digital Studio, Sackler Centre for Arts Education
Join the Bureau 555 team to discover how their 3D fabric digitalisation process aims to significantly reduce the fashion industry’s carbon footprint to create true-to-life digital garments. Take part in an interactive demonstration combining heritage craft techniques from Bangladesh with 3D technology and see your design digitised in augmented reality.

Bureau 555 is supported by a New Landscapes Catalyst Grant from the British Council and the UAL Fashion, Textiles and Technology Institute.
@bureau_555

D
Unruly Objects: Living Latex by Anna Dumitriu
Foyer, Sackler Centre for Arts Education
Unruly Objects explores ways of capturing carbon using cyanobacteria encapsulated into a kind of ‘living latex’ to mitigate climate change. It also investigates the possibility of conserving antiquities through the enhancement of their microbiomes, the place of BioArt within museums, and the use of blockchain technologies to store conservation data.
@annadumitriuart
E
A mini ethical dilemma for your consideration by BBC R&D and Mozilla Festival
Art Studio, Sackler Centre for Arts Education

Take part in a real-life experiment about data, consent and privacy! We square up to the ethical dilemmas we face online everyday in this mini version of our Ethical Dilemma Cafe. Will you accept our terms and conditions or turn away after thinking it through? Come and see for yourself!

@BBCRd

F
Birmingham’s Baton by BOM
Lunchroom, Sackler Centre for Arts Education

Due to unforeseen circumstances this exhibitor is unable to take part in the event.

BOM designed the technologies and came up with the original concept for the Queen’s Baton for the Birmingham 2022 Commonwealth Games. Visitors will learn about the environmental sensors and interactive elements inside the Baton, which includes a 360-degree camera, air quality sensor, touch sensors, LED lights and more. You’ll be able to interact with the Baton, see some of the 360 content it captured across its 90,000 mile global journey and take part in activities with BOM’s Engagement Team.

@BOMlab

G
The Design Generator by Vasari Research Centre for Art and Technology, Birkbeck
Lunchroom, Sackler Centre for Arts Education

The Design Generator is an AI model trained on the V&A collections that automatically generates images of objects from text. We invite you to experiment with new AI and machine learning approaches to explore museum collections through workshops and an interactive display.

@VasariCentre

H
This is not a good sign by J. R. Carpenter & Tomo Kihara
Lunchroom, Sackler Centre for Arts Education

A poetry project using augmented reality to overlay the visitor’s surroundings with signage posing questions about past and present climatic conditions. These signs call attention to the small changes in the climate already occurring all around us, inviting playful responses. Experience new signs created for the festival and contribute your own ideas. This web-based AR experience is playable in the museum or from home.

Original project commissioned by Now Play This.

@thisisnotagoodsign_
I
Land Body Ecologies
Lunchroom, Sackler Centre for Arts Education

Join interdisciplinary network Land Body Ecologies for a glimpse into their live research. LBE seeks to understand the traumas endured when the land suffers, exploring the deep interconnections of mental and ecosystem health. Their research is sited in critical landscapes, rooted within communities at the forefront of today’s environmental crisis and land rights issues. This showcase of LBE’s work is presented by core team members Invisible Flock, Quicksand and Sheila Ghelani.

LBE are 2021 recipients of the Wellcome Trust’s Hub Award.

J
Gilded Bodies by Sian Fan
Lunchroom, Sackler Centre for Arts Education

An interactive installation using Xbox Kinect to overlay digital elements onto the body. Gilded Bodies explores the potentials of digital media to ornament and augment the body via a projected digital mirror. Taking inspiration from video games and anime the piece layers magical, digital forms onto the viewer presenting them with a newly gilded, reflected version of themselves. The digital elements swirl and sparkle, pushing beyond the limitations of physical ornament and discovering new possibilities for adorning our virtual selves.

@sianfan

K
Providing Climate Resilience for the V&A’s collections in the future by the Preventive Conservation team in the Collections Care and Access division
Lunchroom, Sackler Centre for Arts Education

Join conservators from the V&A Conservation team to discover how the museum protects objects from environmental damage, fading by light and from the bugs that want to eat them. Learn how the museum is preparing for climate change, come and experience our analysis equipment and try to identify bugs using our microscope!

L
You and your Images by Laura Ferrarello (RCA), Rute Fiaderio (RCA & QMUL), Riccardo Mazzon (QMUL), Andrea Cavallaro (QMUL & Alan Turing Institute)
Lunchroom, Sackler Centre for Arts Education

“You and your images” is an interactive game designed to increase your knowledge and literacy about the consequences of disclosing private information in images shared on social media. You will be introduced to concepts like algorithm profiling to help you become more familiar with techniques for protecting private information when using social media platforms.

@yournimages
Edge of Tomorrow by ImaginationLancaster, Lancaster University
Art Studio, Sackler Centre for Arts Education

The Prometheus Terminal is an interactive story, embodied into an arcade-like machine, in which your choices change the course of the story. Your character, a skilled hacker, will explore the environmental effects caused by their data footprints and the consequences this has on CO2 emissions and the wider ‘state of the world’.

@_edgeoftomorrow

Chaos Bells by Lia Mice
Foyer, Sackler Centre for Arts Education

Chaos Bells is a very large instrument comprising of 20 gesturally performed pendulums with unique sound design featuring bell-like tones and chaotic drones. Designed with both artistic and analytical goals in mind, it is a probe into the exploration of instrument size on performance, and a vehicle for the artist’s performance practice.

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

@lia_mice

Graffitzer 2 by Daniel Berio
Design Studio, Sackler Centre for Arts Education

Graffitzer 2 is an installation featuring a pen plotter and a projector. A computer program generates forms that are incrementally traced with ink by the plotter. At the same time, the drawing in progress is augmented with real-time projections, which results in a dynamic colouring that mixes real ink with projected light as a painterly medium.

@colormotor

Tidalo by Hazar Emre Tez
Lunchroom, Sackler Centre for Arts Education

Tidalo is a two-person collaboration-driven digital music instrument. When the players’ physical inputs are connected, they can feel each other’s intentions via a two-person bow specifically designed for this experience. The bow requires learning each other’s intentions, adapting, reacting, and eventually forming a vocabulary to make music together.

Project supported by Media and Arts Technology Centre, Queen Mary University of London.
Awakenings Digital Fashion Shoot
Display by Gary James McQueen and Simon Emmett
John Lyon's Community Gallery,
Sackler Centre for Arts Education

Discover the creative process behind the digital fashion experience ‘Awakening’ through prints and video documentary showcasing the virtual garments created by Gary James McQueen.

Digital Arts University Showcase
Lunchroom 1 & 2 (Level 0),
Sackler Centre for Arts Education

Discover a selection of digital artworks created by students from the MA/MFA Computational Arts programme at Goldsmiths University London and the Media and Arts Technology (MAT) programme at Queen Mary University London.
DROP-IN ACTIVITIES

All drop-in activities are open to adults, or children (7+ years) accompanied by an adult, unless stated otherwise.

Unruly Objects Living Latex
Foyer, Sackler Centre

Join this drop-in lab to create your own tiny marble ‘unruly objects’ painted with ‘living latex’ and discover how cyanobacteria can capture carbon and mitigate climate change.

Digital Craftsmanship: Social and Environmental Musings
Digital Studio, Sackler Centre

Take part in an interactive demonstration combining heritage craft techniques from Bangladesh with 3D technology and see your design digitised in augmented reality.

A mini ethical dilemma for your consideration
Art Studio, Sackler Centre

For Adults or young people (16+ years)

Join the BBC R&D team to take part in a real-life experiment about data, consent and privacy.
WORKSHOPS

All workshops for adults 18+ only. Places are limited and allocated on a first-come first-served basis. No prior technical knowledge required.

S

The Design Generator: AI and Machine Learning Approaches to Engaging with the V&A Collection
Friday 18.45 to 19.45, Saturday and Sunday 13.00 to 14.00
Residency Studio 2, Sackler Centre for Arts Education (level 1)

This workshop will introduce participants to some of the most recent developments in machine learning technology and discuss how these innovations are producing new ways to engage with museum collections. Participants will have an opportunity to experiment with a new machine learning model created through a partnership between Birkbeck and the V&A. The Design Generator allows users to produce new, imaginary museum objects by combining key terms from the V&A’s collection.

S

Digital replication and 3D scanning workshop by Xcessive Aesthetics
Sunday 11.00 to 13.00, 14.00 to 16.00
20 minutes per participant
Design Studio, Sackler Centre for Arts Education

Xcessive Aesthetics invites you to take up space! Come and scan yourself to create your own 3D digital replica, then learn how to manipulate your scan using digital tools. We question who or what you think should be represented within the museum and invite you to contribute your ‘replica’ to a digital archive.

@xcessiveaesthetics
TOURS

Meeting Point: Sackler Centre Reception
Places are limited and allocated on a first-come first-served basis.

Latin America in the Digital Art Collection
Saturday, 12.00
Curator of Digital Art Pita Arreola will open up the V&A's Computer Art collection to reveal the contribution of Latinx artists.

Women in the Digital Art Collection
Saturday, 15.00
Join Assistant Curator Donata Miller and PhD Researcher Katherine Mitchell for a tour highlighting the work of women artists in the V&A's Digital Art Collection.

Patric Prince: Collecting Computer Art at the V&A
Sunday, 12.00
Assistant Curator Livia Turnbull leads a tour through the Patric Prince archive, opening up the collector’s influence on the history of Computer Art.

Computer Generated Art and Design
Sunday, 15.00
Join Curator of Digital Design Natalie Kane for a tour of the V&A collection's computer-generated art and design, from the 1970's to now.

TALKS

Digital Fashion
The Lydia and Manfred Gorvy Lecture Theatre, Level 3 and online
Free, ticketed
Saturday, 14.00 to 15.30
• Gary James McQueen – Artist and Designer
• Simon Emmett – Photographer
• Sallyann Houghton – Industry Manager Fashion/Apparel Epic Games

Climate Stories and Digital Design
Sunday 13.00 to 14.00
Online, free, ticketed
Speakers:
• J.R. Carpenter – Artist, Writer, Researcher, Performer and Maker
• Tomo Kihara – Game Designer and Technologist
• Ben Eaton – Technical Director at Invisible Flock
• Romit Raj – Principal at Quicksand
Supported by
the Daniel Howard Foundation