V&\ South Kensington
23 – 24 September 2023

DIGITAL DESIGN WEEKEND

V&\

Digital Design Weekend

Every year Digital Design Weekend celebrates contemporary digital art and design cultures by offering a unique opportunity for hands-on interaction with exciting creative practices.

This new edition of the festival gathers 25 artists, designers and technologists for a weekend of free workshops, talks and demonstrations that explore a range of themes at the intersection of art, design and technology.

The programme this year presents a series of interactive exhibits enabling visitors to connect through messages of hope, dig deep to reveal their inner strength or to get creative with multi-sensory fashion experiences. The festival also invites visitors to explore new creative territories uncovered by artificial intelligence through playful experiments that examine issues of trust, bias, and identity. Finally, with the backdrop of the climate crisis, a special showcase asks visitors to reimagine their relationship to nature and to connect with non-human and multispecies ecosystems.

All events are free, and places are assigned on a first-come, first-served basis, unless stated otherwise. Please note: virtual reality headsets are designed for ages 13+ years.

Filming and photography will take place at this event. If you have any access requirements, please let us know in advance by emailing digitalprogrammes@vam.ac.uk.

#DDW23

#LDF23

SHOW & TELL + INSTALLATIONS

A
Maya: The Birth of a Superhero by Poulomi Basu & CJ Clarke
John Lyon's Community Gallery, Learning Centre

An immersive installation and experience (VR) following Maya, an ordinary 21st century girl, as she transforms into a uniquely female superhero whose powers derive from menstruation. It is an odyssey of womanhood and femininity, referencing ancient symbols of spiritual and feminine power, drawing together the real and the imaginary to trace possible paths to resilience and justice.

@poulomi07 @japc_japc

B
Hope as an Act of Resistance: a sonic monument by Katriona Beales for Sotheby's Institute of Art
Seminar Room 2, Level 1, Learning Centre

A participatory sound artwork by Katriona Beales formed from people's whispered hopes. This new commission will enable unexpected interactions between strangers and friends through the shared experience of sound, physical space, and the collective activity of contributing and contemplating hope.

@bealesabout @sothebysinstitute @hannah_redlerhawes

C
Sensing Patterns by Ninon Ardisson
Reception, Learning Centre

Sensing Patterns invites visitors to hear and feel knitwear patterns through sound vibrations via a wearable audio system. This piece investigates new ways of recording artefacts digitally and seeks to underline the relationship between the construction of knitted fabric, code and gesture.

'Sensing Patterns' is powered by SubPac, supported by BOM, PlayLa.bZ and B-Side. Sound Designer: Narotam Horn. Tech Consultant : Jérôme Grard, InExtremis.

@ninonatomicsuperstar @bomlab

D
Augmented Fashion by Robert Gordon University, Aberdeen
Digital Studio, Learning Centre

Learn how the process of weaving is related to computer code and create a piece of community cloth that will grow over the weekend. Be guided in using immersive technology to explore the designs created for Augmented Fashion & learn about the heritage of textiles such as Harris Tweed. Facilitated by Lynne Hocking from Lynne's Loom and Steve Colmer from Lateral North.

@augmented_fashion @lynnesloom @steve_studio

E

Electric Feels by PETRAS Research Centre
Art Studio, Learning Centre

How could an increasingly data-driven energy supply change our domestic routines and how we feel about energy, for better or for worse? Explore artistic responses from Aude Nasr, Mary Flora Hart, Jordan Collver, and Liz Ormian, based on research by Ola Michalec and Joe Bourne. Share your hopes in a comic or make your own predictions with a custom tarot deck. Play with prototypes and design your own speculative energy devices with a team of creative futurists.

@ahlan.my.darlings @maryflorahart @lizormian.illustration @JordanCollver @Ola_Michalec @JoeBourne @PETRASiot

F

Voice Matters by VA-PEPR (Northumbria University, Hochschule Luzern (HSLU), Ostschweizer Fachhochschule (OST)
Foyer, Learning Centre

Voice Matters is a public experiment that enables people to interact with, and explore, some of the many complex elements of Artificial Intelligence – its ability to listen, understand, interpret, be creative and tell stories about everything that we say.

Funded by the Swiss National Science Foundation

@va.pepr

G

Digital Chemotaxis by Andy Lomas
Reception, Learning Centre

An old broken Victorian stereo viewer brought back to life with digital technology. Andy Lomas' new interactive installation draws inspiration from social amoebae and their utilisation of chemicals to self-organize into intricate and complex structures.

@andylomasart

H

Secret Keeper: Technological Talismans by Sian Fan
Lunchroom, Learning Centre

Design a technological talisman using airdry clay and acetate, inspired by Sian Fan's retro-futuristic-semi-spiritual sculptures. Reimagine how a digital device could look and feel whilst thinking about how technology plays into intimacy, spirituality, and privacy.

Funded by the PETRAS National Centre of Excellence for IoT Systems Cybersecurity in response to the research of the CyFer project

@sianfan

I

Mirror Mirror: Reflections of an AI Stylist by Kitty Yeung
Lunchroom, Learning Centre

Kitty Yeung explores the juxtaposition between the attainable and the unattainable, between our physical reality and the dreamlike fashion reflections crafted by AI generative tools.

Project developed by Kitty Yeung, Changbo Hu and Mary Ma

@artbyphysicist

SPECIAL SHOWCASE

Vibrant Matters
Lunchroom 1 & 2, Learning Centre

Discover a special showcase of works exploring nonhuman, transhuman and multispecies ecologies through interaction design. Artworks developed as part of the MA in Information Experience Design at the Royal College of Art.

J

Emergent Forms by Matthew Woodham

Installation featuring encapsulated pseudo-organic structures. The algorithmically generated forms undergo continual transformations with changing conditions.

@matthew__woodham

K

MYcorrhizal by Bryan Yueshen Wu, Devanshi Rungta and Laura Selby

Extended-reality sonic experience mapping an interconnection between mycelium and beings. A duet of worlds between data signals, entities and scales of existence. Audiences can encounter and influence the sonic ecosystem around them and reflect upon their role in the acoustic ecology of the spaces we exist within.

@devanshir @laura_selb @8ryan.wu

L

Sonic Contamination by Laura Selby

Sonic Contamination is a series of outcomes challenging our role and perceptions towards species existing on different scales of being, primarily the micro-scale. How can we become more consciously connected to the microworlds within and beyond us? Is it possible to develop deeper relational understanding and care in listening?

@laura_selb

M

Root for Thought by Yue Song

An immersive and interactive mixed-media installation that explores mycelium's "underground" communication system! Fabric meets technology, illuminating nature's wisdom and the beauty of coexistence.

@wmmmm4422

N

Evolution by Bryan Yueshen Wu and Ke Peng

Immersive audiovisual installation that celebrates the vitality of inorganic materials. This project aims to inspire a new perception of non-living substances and contribute to an ongoing philosophical debate on the nature of life and the relationship between the animate and the inanimate.

@8ryan.w @pppunko

Computational arts university showcase
Design Studio, Learning Centre

Discover artworks by students from the MA/MFA Computational Arts programme at Goldsmiths, University of London.

O

Data Eco-Domain by Haiwen Zhu

The installation is a concept and methodology created from Haiwen Zhu's uninhibited thoughts on the relationship between humans and ecology. It attempts to use ecological raw data to restore the human experience to the closed loop of nature, to strengthen perception and natural attributes weakened by reliance on the products of the modern age, and to feel the natural order of the interspecies with the same metabolic system.

*@hwju_*

P

Evanescence by Sofia Taipa

Evanescence is an interactive sculpture exploring the potential for the collective transformation of human identity. Through the generation of a composite face, this continual process blurs the boundaries between individuals, as their faces are scanned and cumulatively carved into a clay cylinder.

@sofiataipa

Q

Tangible Illusions:
The Soft Boundary of Life
by Huichuan Wang

This project blends art, computer vision, and physics simulations. Using MediaPipe Hand tech, it tracks hand movements, which influence dynamic virtual jellyfish-like creatures governed by toxiclibs.js, a computational design library. These organisms respond uniquely to hand "touch", blurring the lines between real and digital interactions.

*@huichuan_*

R

Zed: Automata by Yuxi Chen

Zed: Automata is a real-time drawing device designed around the character "Zed". Balancing cuteness and mystery, nature and machinery, this project imbues the act of drawing with a sense of ritual and mysticism. Step into the canvas and engage with a pen plotter to witness real-time artistic creations.

@zishitu7

DROP-IN ACTIVITIES

All drop-in activities are free. Places are limited and allocated on a first-come first-served basis.

Electric Feels
Art Studio, Learning Centre

Join a team of creative futurists to share your dreams and fears around the future of energy. Help us build the World's Biggest Electric Tarot Deck, get inspired by our smart home illustrations and design prototypes for future devices.

Activity for adults or children (7+ years) accompanied with an adult.

Augmented Fashion
Digital Studio, Learning Centre

Interact with new technologies to see how weaving is related to computer code and create a piece of community cloth that will grow over the weekend.

Craft and digital activity, for adults or children (6+ years) accompanied with an adult.

Voice Matters
Foyer, Learning Centre

Step into the shoes of companies collecting data like Amazon, Google and Microsoft with our custom voice recognition devices. Using speech to text technologies along with ChatGPT, see how much of our daily conversations can be understood and summarised by the smart devices all around us.

Activity for adults or children (12+ years) accompanied with an adult.

WORKSHOPS

TALKS

S

Make music with Synths!
Saturday and Sunday,
12.00, 13.00, 14.00 and 15.00

Join the BOM team to create a simple synthesizer and experiment with a variety of amazing sounds and frequencies. Connect the keyboard to a Raspberry Pi Pico (a minicomputer) equipped of an amplifier and speaker, then the fun begins!

30 minute family workshop for children aged 7+ years accompanied by an adult. Places are limited and allocated on a first-come first-served basis.

In Conversation with Poulomi Basu
The Lydia and Manfred Gorvy Lecture Theatre, Level 3
Free, ticketed
Saturday, 15.00 to 16.00

Join Poulomi Basu, interdisciplinary artist, filmmaker and activist, in conversation with author and design critic Alice Rawsthorn, to discuss her work and new immersive installation "Maya: The Birth of a Superhero".

TOURS

Guided tours led by V&A curators and researchers from the Art, Architecture, Photography and Design department. Tours last approximately 20 minutes. Places are limited and allocated on a first-come first-served basis.

Meeting Point: Learning Centre, Reception

Behind the scenes of 'Patric D. Prince: Digital Art Visionary'
Saturday, 12.00

Join Curators Melanie Lenz and Livia Turnbull for a tour of their display 'Patric D. Prince: Digital Art Visionary' and learn about the collection and legacy of one of the most important collectors of early digital art practices.

Global Digital Art & Design
Saturday, 13.00

This talk will take you on a journey across the global South to explore global digital art. Led by Donata Miller-Obebe, Assistant Curator, Africa & Diaspora, this session will consider how to contextualise and surface global narratives.

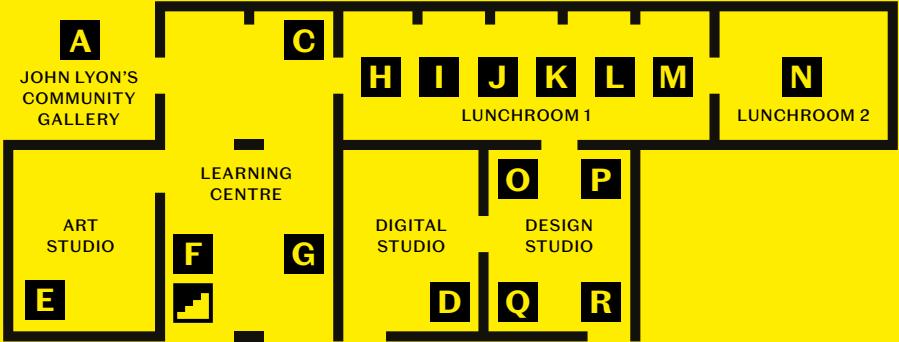### Collecting Digital – Five Objects, Five Challenges
Saturday, 15.00

How do we collect digital design today? Curator Natalie Kane addresses the challenge of preserving our digital heritage in this short talk.

Digital Design and Consumer Electronics
Sunday, 15.00

Join PhD Researcher Anna Mladentseva for a tour of the design collections, focusing on objects manufactured by the world's technology giants.

Level 0

A

JOHN LYON'S
COMMUNITY
GALLERY

C

H **I** **J** **K** **L** **M**

LUNCHROOM 1

N

LUNCHROOM 2

LEARNING
CENTRE

O **P**

ART
STUDIO

F **G**

DIGITAL
STUDIO

DESIGN
STUDIO

E

D **Q** **R**

Level 1

B

SEMINAR
ROOM 2

GALLERY 220

S

RESIDENCY
STUDIO 2

Cover photo: Maya: The Birth of a Superhero by Poulami Basu and CJ Clarke