

V&A South Kensington  
19–21 Sept 2025

# DIGITAL DESIGN WEEKEND

V&A

## Digital Design Weekend

19 Sept, 18:30–22:00

20–21 Sept, 10:30–16:30

Learning Centre for Arts Education

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 exhibitors for a weekend of free workshops, interactive installations, talks and demonstrations that explore a range of themes at the intersection of art, design and technology.

All events are free, and places are assigned on a first-come, first-served basis, unless stated otherwise. Last entry is 30 minutes before event closing time.

Filming and photography will take place at this event.

Please note: virtual reality headsets are designed for ages 13+ years.

If you have any access requirements, please let us know in advance by emailing [disability@vam.ac.uk](mailto:disability@vam.ac.uk).

#DDW25

#LDF25

Supported by

**Adobe Foundation**

*Cover image by Andres Salazar*

## Show & Tell + Installations

### Reference Point

by **Michael Akuagwu**

Leighton, Room 108

A short film exploring the creative influences of graphic designers of the African and Caribbean diaspora.

*@\_manlikemike*

Michael Akuagwu is the V&A Photography Resident. The Adobe Creative Residency is supported by the Adobe Foundation.

### Models of Care by Julie Freeman

The Dome, Grand Entrance,  
Cromwell Road

A duo of touchable sonic sculptures explores AI's environmental impact, revealing the trade-offs and creative possibilities embedded in technological innovation and material transformation.

*@juliefreeman\_artist*

### A

#### (S)Low Tech AI

by **Studio Above&Below (Daria Jelonek, Perry-James Sugden)**

John Lyon's Community Gallery,  
Learning Centre

A meditation on invisible layers of AI and slower computational movements through the lens of geology.

Supported by BRAID (University of Edinburgh) and University College London.

*@studioaboveandbelow*

### B

**Drape, Memory, Field**  
by **Fashion Innovation Agency**  
and **Tamaris Ellins**

Reception, Learning Centre

An immersive virtual reality experience exploring movement, memory, and materiality through volumetric performance, ambient sound, and responsive digital environments.

Please note: virtual reality headsets are designed for ages 13+ years.

*@tamarisellins @fashioninnovationagency*

### C

**A Childish Drawing Machine**  
by **Patrick Tresset**

Digital Studio, Learning Centre

A childish AI agent, embodied in a wall-mounted pen plotter, draws elements from a story it imagines in cooperation with a human participant.

*@patricktresset*

### D

**Cuckoo Calls by Xach Hill**

Lunchroom, Learning Centre

An interactive installation combining vintage telephones, sculpture, and voice cloning to reflect on the unsettling effects of artificial intelligence in our everyday lives.

*@xach\_hill*

**E****CripShip: Disability saves society from Big Tech**  
**by Joseph Wilk**

Lunchroom, Learning Centre

A tabletop roleplaying game where players learn how to break large language models in the real world and build new worlds inspired by disabled imagination.

*@joseph\_wilk***F****The Singing Jellies**  
**by Ciara Neufeldt**

Lunchroom, Learning Centre

Three ceramic seats shaped like jellies, each embedded with sound that activates on touch. They invite playful, sensory interaction through form, colour, and sound.

*@ciara.neufeldt*

Ciara Neufeldt is the V&A Mosaics and Ceramic Tilework Resident. The Adobe Creative Residency is supported by the Adobe Foundation.

**G****Fortune Machine by Phoebe Hui**

Lunchroom, Learning Centre

An interactive installation where artificial intelligence blurs logic and mysticism, generating poetic fortunes from science and superstition.

Supported by the Hong Kong Arts Development Council

*@phoebehuistudio*

## Special Showcase

**H****Entangled Encounters**

Lunchroom, Learning Centre

A showcase of hybrid artworks from the MA Information Experience Design at the RCA, exploring new ways of sensing, communicating, and understanding across systems and species.

**Oneiric Archaeologies**  
**by Gayle Chong Kwan**

A multi-sensory exploration of entanglements in archaeology and dreaming through XR, tactile wearables, and ritual practice.

*@gaylechongkwan***Mirage by Fatimah Nader Al-abed**

An immersive audio-visual experience that explores how memories and stories move from lived experience to algorithmic interpretation.

*@fa6em\_n***We are Glaciers by Audrey Renouf**

An interactive documentary game that challenges the dominant, rationalist frameworks of climate education by foregrounding emotion, and collective experience.

*@oodbirds***Critical Reality by Xianliang Ye**

Graphic console prototypes that reframe urban noise into a neutralised, engaging experience through sound and play.

*@ye.xi.mi***I****Goldsmiths University Creative Technology Showcase**

Design Studio, Learning Centre

Experience a vibrant showcase of creative technology projects and artworks from students working across the Computational Arts programme at Goldsmiths University.

**SENT(I)ENCE by Marcus Round**

An interactive performance-game where visitors use poker and tarot cards to collaborate with a language AI.

*@marcus\_\_rnd***CorpusAbyssus by MDamager**

An immersive, text-based exploration of memory, myth, and machine-built archetypes.

*@mikeydamager***DRIFTING by Qiang Hei**

A digital journey guided by real-time wind data from the artist's rural hometown in China.

*@heyhey\_qiang***These structures have always existed by Mikhail Aaron**

A video game where players pilot tiny organisms, explore computational space and excavate creatures.

*@arsiliath***J****Eye, Compute**

Seminar Room 1, Level 1, Learning Centre

Discover a showcase of selected artworks from the BA Fine Art Computational Arts at Camberwell College of Arts.

**Home is a dwelling path**  
**by Yunzhi / Melissa Li**

An interactive digital environment exploring memory, home, and belonging through fragmented domestic landscapes and collective storytelling.

*@melissayunzhi***'Reginald Gilbert the Third'**  
**by Nikos Antonio Kourous Vázquez**

Reginald Gilbert III is an evolving, interactable AI character born from the prompt: "you are Reginald Gilbert the Third."

*@nikoskourous***Terminal by Eryn English-Polch**

An interactive chatbot inspired by androids and synths in popular media, inviting reflection on our expectations of conversational AI.

*@eryneep*

### **Alternative Operations by Lyra Robinson**

This piece invites visitors to rethink AI training and action classification, and reflect on movement as an act of resistance.

*lyrarobinson.art*

## **Drop-In Activities**

All drop-in activities are free. Places are limited and allocated on a first-come first-served basis. Events for adults or children (6+ years) accompanied with an adult.

### **K**

#### **Shadowplay: 1000 titles by Joseph Lindley and Roger Whitham**

Art Studio, Learning Centre

Use your body, mind, and imagination to learn the art of AI prompt-crafting to create unique imagery.

*@designresearchworks*

### **L**

#### **SPOKE Touch-board playground by Tom Fox**

Lunchroom, Learning Centre

Create touch-powered interfaces with SPOKE and transform everyday objects into interactive instruments and game controllers.

*@spokeboard*

### **M**

#### **Downpour Lab: accessible game design for all by V Buckenham**

Digital Studio, Learning Centre

Explore a curated selection of games made with the creative tool Downpour that reflect on disability, access, and lived experience, then create your own interactive games using images, text and links.

*@vtwentyone*

### **N**

#### **E-Textile Instruments by London Pattern Club and Peckham Digital**

Lunchroom, Learning Centre

Touch, stretch, twist! Make sound with e-textiles, explore live coding, or DIY crochet electronics.

*@peckhamdigital @londonpatternclub*

### **O**

#### **Inclusive Design: In Practice with Jess Starns**

Residency Studio 1, Level 1,  
Learning Centre

Saturday only, 13:00–16:00

Explore inclusive design in this hands-on drop-in session with Jess Starns, as she shares her practice and creative approach.

*@jess\_starns*

Jess Starns is the V&A Inclusive Design Resident. The Adobe Creative Residency is supported by the Adobe Foundation.

## **Screening**

### **P**

#### **Digital Art Screening: The Lumen Prize presents *Liminal***

Hochhauser Auditorium, Level 1,  
Learning Centre

Free, Drop-in

Saturday, 12:30–16:30,  
Sunday, 10:30–16:30

Experience cutting-edge artworks by 2025 Lumen Prize Finalists illuminating new signals in digital culture.

## **Talk**

Talks are free and ticketed. First-come first-served general admission opens 15 minutes before the event.

#### **Designing Digital Culture: Tools for Civic Agency and Collective Futures**

The Lydia and Manfred Gorvy  
Lecture Theatre, Level 3

Saturday, 13:30–14:30

Join our panel discussion to explore how collaborative design practices can move us beyond passive participation toward digital cultures we actively shape.

## **Tours**

Guided tours led by curators and researchers from the V&A 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

#### **Digital practices in East Asia, 1960s – Now**

Saturday 12:30

Explore artistic responses to digital cultures in East Asia, from the 1960s to today, with Donata Miller-Obebe, Assistant Curator of Design and Digital.

#### **New Acquisitions**

Saturday, 13:30

Join Melanie Lenz, Curator of Digital Art, as she delves into the collection to explore new acquisitions and discusses why the V&A collects digital art.

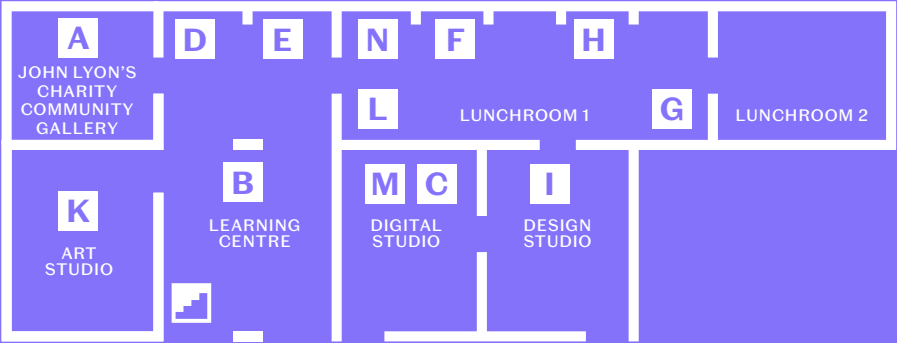
#### **East Asia**

Sunday, 12:30

Led by William Seung, Assistant Curator of Design and Digital, this tour looks at East Asian-influenced digital art and design from the collection.

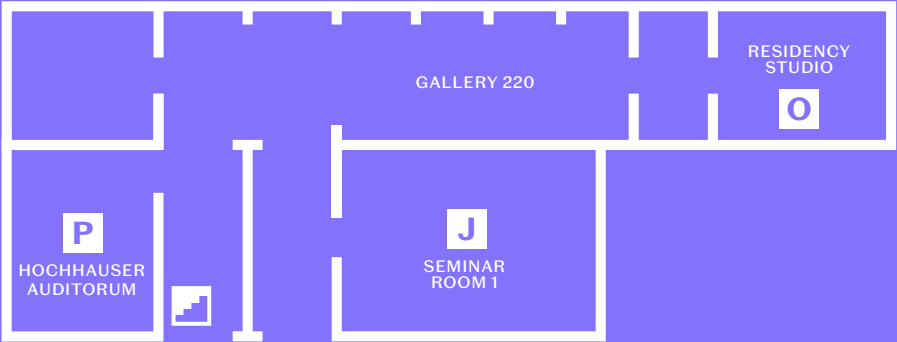
# Learning Centre

## Level 0



# Learning Centre

## Level 1



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