

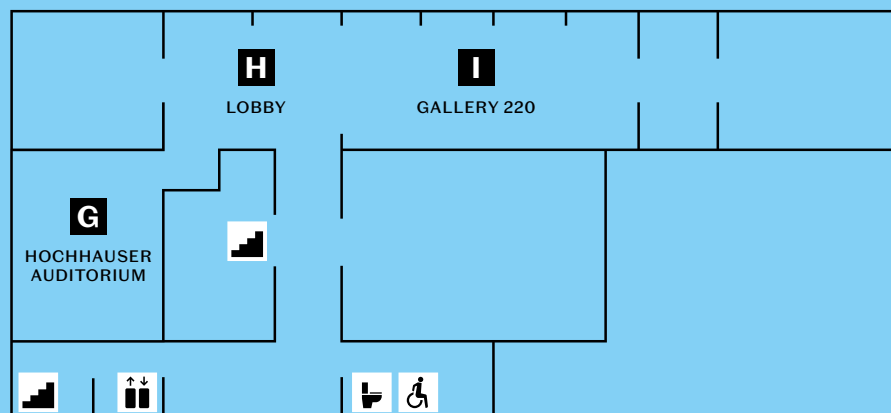
V&A South Kensington
18–20 September 2026

DIGITAL DESIGN WEEKEND

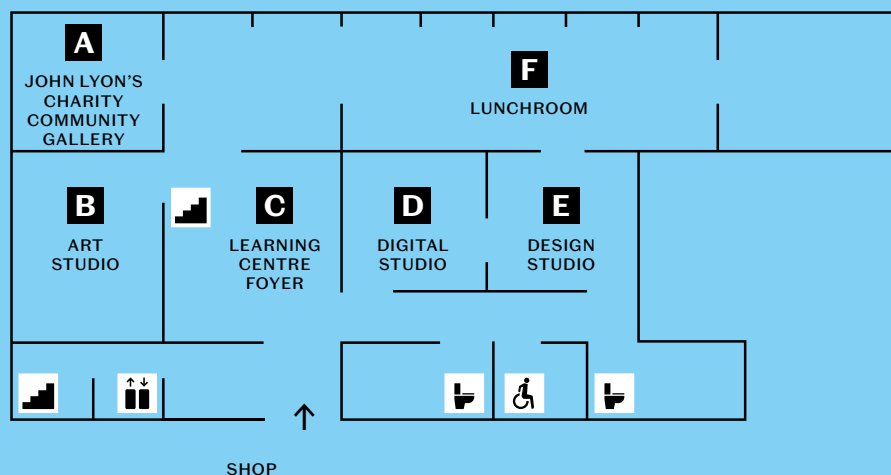


Learning Centre map

Level 1



Level 0



THE LYDIA AND MANFRED GORVY LECTURE THEATRE
Access via the Silver Galleries, Level 2

ROOM 50B, THE PAUL AND JILL RUDDOCK GALLERY
Medieval & Renaissance Galleries, Level 1

DIGITAL DESIGN WEEKEND

18 September 2026 18:30–22:00
19–20 September 2026, 10:30–16:30
[Learning Centre for Arts Education](#)

Every year, Digital Design Weekend celebrates contemporary digital art and design cultures.

This year's edition explores how creative technologies are reshaping our relationships with ecology, care and community, while questioning our changing relationship with AI.

Through installations, workshops, talks and demonstrations, artists and designers invite us to imagine more responsible and resilient digital futures.

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

#DDW26 #LDF26

Supported by

Adobe Foundation

Display

Once Upon a Garden: Nadimé's Garden by Linda Dounia

A John Lyon's Community Gallery,
Level 0

12 September – 18 October

A speculative archive of critically endangered and extinct flora from the Sahel that we have little to no records of, and therefore no way to remember.

During Digital Design Weekend, join a drop-in activity inspired by Linda Dounia's speculative flora and use collage to imagine a new flower shaped by memory, nature and imagination.

@lindadouniar

Show & Tell + Installations

Soothing Sounds by Dr Paulina Yurman

F Lunchroom, Learning Centre,
Level 0

An interactive activity exploring the sound strategies that parents and caregivers develop to soothe a baby. This work examines the implications, opportunities and imaginaries through designs and technologies for maternal and infant care.

@maternalmachines

Part of Maternal Machines by Dr Paulina Yurman, with research assistance from Max Park. Funded by Wellcome

LEDon by Andrea Fiorucci

C Foyer, Learning Centre, Level 0

LEDon is a physical game for two players played on a glowing LED strip instead of a screen. Inspired by classic arcade games, it brings players face-to-face to react in real time. Players first collaborate to learn the rules, then compete for victory through quick reflexes and simple strategy.

@andyfication

Please Come Back Tomorrow by Maria Than

D Digital Studio, Level 0

An audiovisual installation exploring compassion within the bureaucratic labyrinth of institutions. Drawing on Vietnamese Buddhist maximalism, the work reflects the endless cycles of waiting faced by foreign residents seeking essential documents in the administrative chaos of the Nanterre Préfecture in Paris.

@blurbnation

Specialist support: Jasan Waldura, Mathilde Rougier, Petter Schölander and Ricarnaye Nelson

Maria Than is the Artificial Intelligence and the Digital World Adobe Creative Resident at the V&A. The Adobe Creative Residency is supported by the Adobe Foundation

Releasing the Absent Ghosts by Wrench2 Studio

F Lunchroom, Learning Centre,
Level 0

Addressing truth in the age of AI, this installation uses physical interfaces and spatial simulation to subvert 2D photography, exposing the spiritual vacuum hidden within modern functional spaces.

@wrench2studio

Large Language Machine by Nathan David Smith

C Foyer, Learning Centre, Level 0

When we use AI chatbots like ChatGPT, we're not simply interacting with an AI. Chatbots are made up of lots of data from different sources, secret instructions we don't know about, and hidden controls. What happens to a chatbot's answers when you change how it works inside?

@nathandavidsmith

Supported by Heriot-Watt University

The Soil Sounds Back by Emily Stapleton-Jefferis

Medieval & Renaissance, Room 50b,
The Paul and Jill Ruddock Gallery

An interactive installation exploring soil degradation and ecological loss. Visitors place their hands into sterilised soil and hear echoes of the living ecosystem that should be present.

@emilysjefferis_artist

Emily Stapleton-Jefferis is the Mixed Media Adobe Creative Resident at the V&A. The Adobe Creative Residency is supported by the Adobe Foundation

On the Other Side by Eva Palacios and Iona McEwan

F Lunchroom, Learning Centre,
Level 0

An installation exploring the Mexico-US border through children's drawings and immersive interviews captured 14 years apart, offering a rare insight into how the border shapes lives over time.

@eva.palacios

Supported by Immersive Arts UK and the University of Portsmouth

Soft Cymatics by Lia Mice

C Foyer, Learning Centre, Level 0

A large audio-visual tapestry made from velvet offcuts, stitched into a single surface. Each patch is patterned with the cymatic form of a musical tone. Visitors are invited to touch the fabric, triggering sound and visuals through touch-sensitive threads embedded in the textile.

@lia_mice

The Temple of Crip Futures by Hazel Sealeaf and BOM

F Lunchroom, Learning Centre,
Level 0

A playable, crowdsourced experience that begins in a traditional gallery before transporting players into an otherworldly realm. Explore a liminal space of near possibility where disabled joys, fantasies and fears shape reality. Featuring works from ten disabled artists.

@hazelsealeaf @bomlab

Soul of a Sailor: the Séance by Kasia Molga

C Foyer, Learning Centre, Level 0

An immersive ritual inspired by the artist's late father, a merchant sailor. Blending storytelling, AI, sound and ceremony, it invites participants to reflect on maritime heritage and our shared responsibility for the sea.

@kasiamolga

Developed on The New Real Platform, University of Edinburgh. Additional technical support by Andrey Chugunov, Ivan Marevich and Jacob Mangaliso Berry

The Baby Factory is Closed by Deepa Mann-Kler

H Lobby, Learning Centre, Level 1

A multi-sensory virtual reality experience that takes place inside Zoraan, a British Asian woman, reframing menopause amidst climate change and colonial medical legacies.

@thebabyfactoryisclosed

Funded by Immersive Arts UK, Future Screens Northern Ireland, Northern Ireland Screen and supported by Digital Catapult

Microbial Feral Computing with A Compost Computer by Shinji Toya

H Lobby, Learning Centre, Level 1

This installation explores alternative approaches to ecological computing. It uses sustainable DIY energy from soil-based bio-batteries, low-energy computers, and an animation inspired by microbes.

@shinjitoya

Installation co-produced with V2_ Lab for the Unstable Media and Critical Climate Computing

Wind Studies: Air as Material by Shanti Bell

I Gallery 220, Learning Centre, Level 1

A sculptural installation exploring the concept of the performative object. The work asks how digital technology can activate sculpture, shifting it from a static form into an animated, kinetic presence.

@shantibell_

Shanti Bell is the Furniture and Placemaking Adobe Creative Resident at the V&A. The Adobe Creative Residency is supported by the Adobe Foundation

Universities showcase

Shared Ground

E Design Studio, Learning Centre, Level 0

A showcase of research-led installations from the MA Information Experience Design at the Royal College of Art. The works explore ecology, memory, creation, and material transformation, reflecting on the relationships shaping past, present, and possible futures.

Before the Breath Arrives

by Kimia Ghofrani is an installation exploring humanity's desire to create life. Through robotics, sculpture, film, sound, and performance, audiences encounter forms that exist on the threshold of life, inviting reflection on care, responsibility, and what it means to become a creator.

@kimiaghofrani

Material Resonance Field by

Yuyuan Zhu is an art-led study of how discarded river objects carry memory, transformation, and human responsibility.

@eos_bioyyyy

Not Yet Sayable: Latent Homes

by Arrddon is a participatory installation where memories of home become a shared landscape of collective imagination.

@arrddon

Tasting Tomorrow by Jungmin Yoon

is an immersive installation translating climate data into speculative species and environments, inviting audiences to encounter possible ecological futures.

@shavu.hook

Goldsmiths University Creative Technology Showcase

F Lunchroom, Learning Centre, Level 0

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

An effort by Rafa Roeder brings together performance, video art and electronic sculpture. In each performance the artist builds a new machine and documents the encounter creating a distinct, shared memory for each machine.

@rafaroeder

Project development supported by Khoj (India) and the British Council

Rain Bell by Qiang Hei

Rain data collected by a sensor in the artist's ancestral village reactivates a rain-praying bell melted down during the 1958 steelmaking campaign. In digital space, the work speculatively reconstructs the bell's image and sound.

@heyhey_qiang

Specimen 06: Anomalous Micro-

Life by Zhenzhen Xie is an interactive installation built into a microscope. Hand-drawn digital organisms respond to light and movement as visitors explore the specimen slide.

@thelawdisagree

What Do We See With Our Eyes Closed by Ana Domingues

Even with our eyes closed, the brain continues to produce visual experiences before they take shape as images. These involuntary phenomena occur across neurological, physiological and substance-related conditions. Through creative coding, the artist explores how and why they emerge.

anadomingues.net

Drop-in activities

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

3 Ns and an M, plus Robots by The Computer Arts Society (CAS) with Genetic Moo, Sean Clark and a selection of current CAS artists

D Digital Studio, Learning Centre, Level 0

Join CAS members Sean Clark and Genetic Moo for two drop-in sessions: play with simple drawing machines inspired by Harold Cohen, and interact with artworks influenced by Frieder Nake, Georg Nees, A. Michael Noll and Vera Molnár. Two screens will also present work by current CAS members.

@computerartssoc @geneticmoo
@seancuttlefish

The Wild House by the University of Brighton

F Lunchroom, Learning Centre, Level 0

Discover a vision of a 'wilder home' through digital and hands-on experiences exploring woodlands and ponds that provide materials for people, plants and animals. Share your own ideas to nurture relationships between humans and the natural world.

@nickgant_community21

Work supported by The Ecological Citizen(s),
a Digital Economy Network+ EPSRC

Arcade Social: A showcase of collaborative play

G Hochhauser Auditorium, Learning Centre, Level 1

Play a curated selection of games designed to bring people together through collaboration, conversation and shared playful experiences.

Glyph Yourself! by Jane Lee

H Lobby, Learning Centre, Level 1

Glyph Yourself! invites participants to reimagine language through movement. Exploring typography from a posthuman perspective, audiences create glyphs with their bodies, transforming gestures into visual language. Each glyph is instantly archived and printed as a collective zine.

@jane.lee.jane

Screening

Digital Art Screening: The 2026 Lumen Prize

The Lydia and Manfred Gorvy Lecture Theatre, Level 3

Saturday 14:00–16:30
Sunday 11:00–16:30
Free, Drop-in

Discover the 2026 Lumen Prize finalists engaging with the pivotal questions shaping digital culture.

Workshops

Places are limited and allocated on a first-come first-served basis. Workshops for 16+ years.

B Art Studio, Learning Centre, Level 0

Livcoding algorithmic music
Friday at 19:00, Sunday at 14:00

Make algorithmic music using Strudel and simple code with Nadezhda Khalid.

Visual livcoding
Friday at 20:00, Sunday at 15:00

Learn how to make live visuals for performance using Magpie with Mike Cook.

Fabric synthesizer building workshop
Saturday and Sunday, 12:00–13:00

Learn about touch-sensitive electronics to turn fabric into music with Lia Mice.

Making compost-based bio-batteries for computing
Saturday and Sunday, 13:00–14:00

Learn how to build soil-based DIY bio-batteries to power a low-energy computing system with Shinji Toya.

Talks

The Age of Responsibility: Rethinking Digital Futures with The Lumen Prize

The Lydia and Manfred Gorvy Lecture Theatre, Level 3

Saturday 13:00–14:00
Free, ticketed. First-come first-served general admission opens 15 minutes before the event.

Hear how artists are shaping creative technology through care, stewardship and accountability.

Creative Technology Social: Voices from the London community

B Art Studio, Learning Centre, Level 0

Saturday 14:30–16:30

Free, drop-in. Places are limited and allocated on a first-come first-served basis.

Join us to hear from exciting voices in London's creative technology scene, meet like-minded practitioners and share ideas with the community.

Tours

Guided tours led by curators and researchers from the V&A Art, Architecture, Photography and Design department and members of The Computer Arts Society.

Tours last approximately 20 minutes. Places are limited and allocated on a first-come first-served basis.

Meeting Point:

C Learning Centre, Foyer

Digital Bodies

Saturday 14:30

Join Melanie Lenz, Curator of Digital Art, as she delves into the collection to explore how artists have reimagined the body through digital forms.

Recombinations & Simulations

Saturday 15:30

Join Laura Herman, Curator of Digital Art, as she highlights pieces in the collection that can be seen as simulations or recombinations, questioning notions of artistic agency.

Art of Drawing Machines

Sunday 13:30

Join Dr Sean Clark, Chair of The Computer Arts Society, as he discusses art created with drawing machines, tracing the history of machine-made art and its continuing relevance in the age of AI.

From Plotter to p5.js

Sunday 14:30

Join Tim Pickup, artist and member of Genetic Moo, as he looks at the V&A digital art collection and reveals how the algorithms and aesthetic choices of early computer artists continue to inspire digital practice today.

ACCESSIBILITY

If you have any access requirements, please let us know in advance by emailing disability@vam.ac.uk

Please note

Filming and photography will take place at this event.

Virtual reality headsets are designed for ages 13+

If the V&A or any of the activations reaches capacity, we will allow access on a one-in, one-out basis.

View this programme online

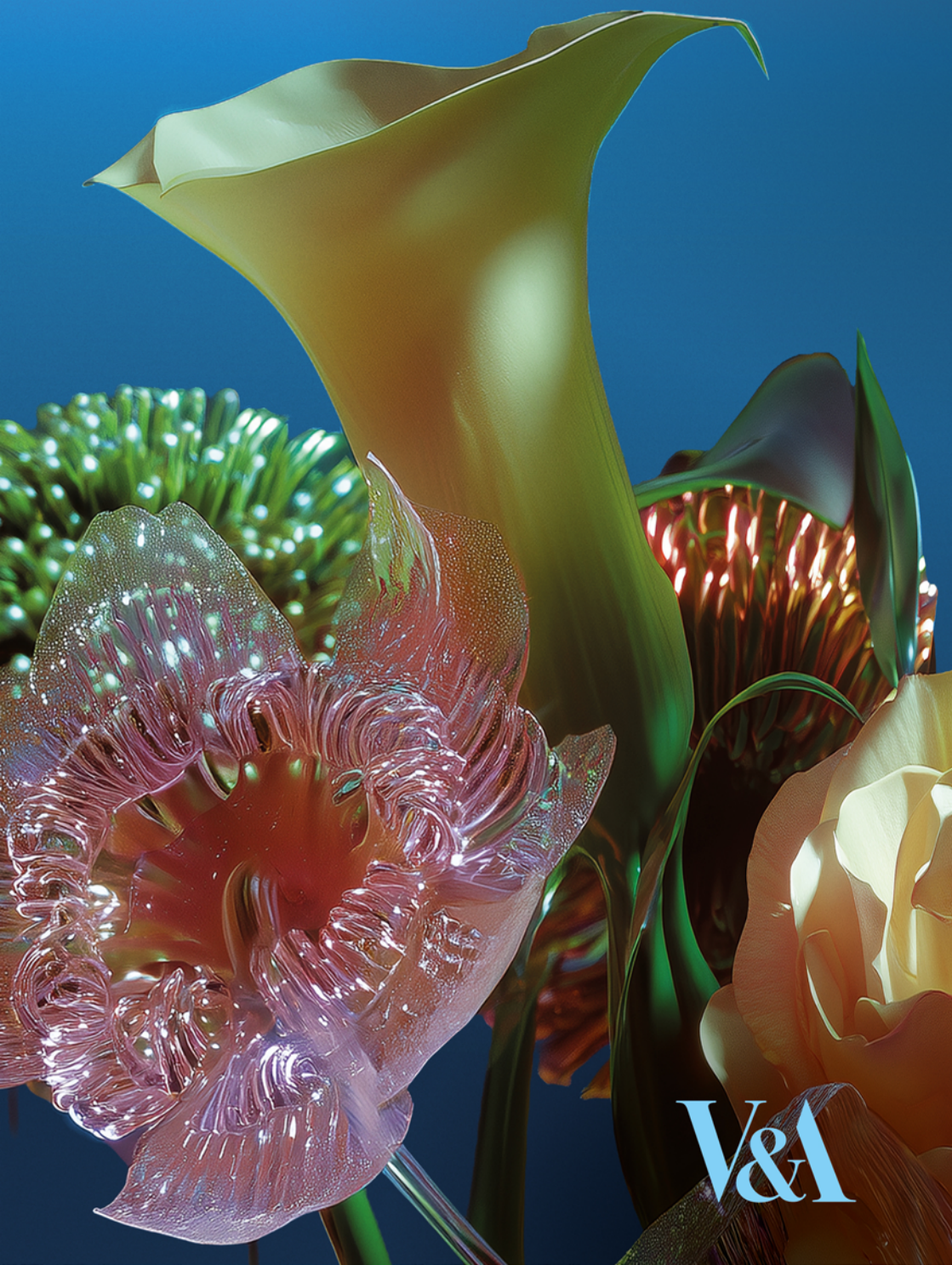
Help us to reduce our paper consumption. Scan the QR code to view the full event programme online.

vam.ac.uk/digitaldesign



Cover image

Linda Dounia



V&A