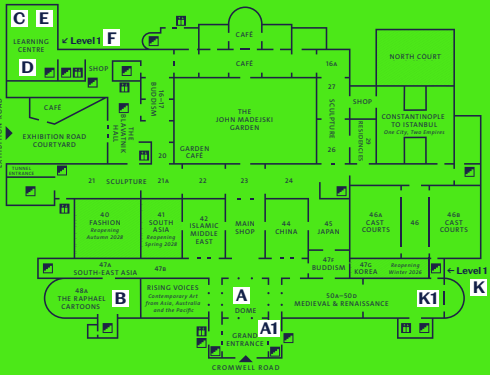
FRIDAY

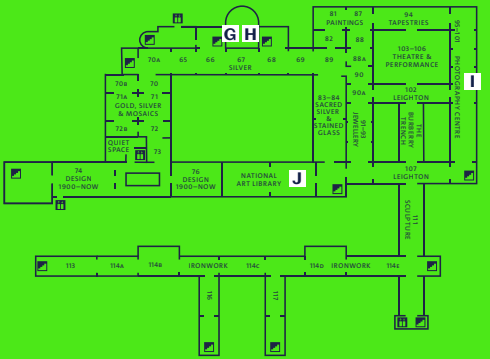


LATE

Level 0



Level 2



FRIDAY LATE: (IM)POSSIBLE BODIES

27 Nov 18:30–22:00

As our data lingers in the algorithmic world, avatars, robots and digital twins begin to embody our spirits, intelligence and memories. While these machinic beings become agentic and uncanny, our identities and consciousness are glitching. Experience how artists shake up our relationships with digital bodies, asking how technology might shape the world differently. Through performances, installations, screenings and talks, navigate what it means to be human today.

This Friday Late marks the final week of the V&A's Digital Art Season.

All events are free, and places are designated on a first-come, first-served basis unless stated otherwise. Filming and photography will take place at this event.

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

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

A

Another Me?
Or a Separate Person?

The Dome, Cromwell Road
18:30–21:30

Please note the capture booth has a limited capacity.
Sign up from 18:00–19:00 at A1.
VTuber Kizuna AI will appear on screen at 19:00, 20:00 and 21:00.
15 minutes each.

Step into the worlds of VTubers and *oshikatsu*, cultures originating in Japan. *The Dome* is converted by WOW into the shared stage for avatars and audiences. In the capture booth, transform yourself into a virtual performer. Follow instructions and send digital stickers to show your support! The takeover also features a live DJ set and pre-recorded performances by Kizuna AI.

@wowinc_jp

B

Big things coming

The Raphael Cartoons, Room 48a
Performances at 19:30, 20:40

Duration: 25 minutes
The animation is on view between performances.

Experience the live rendition of dmstfctn's real-time game-engine animation telling the story of Degular, a data-labeller by day and rapper by night. Trained to describe the world through objective language, Degular struggles when confronted with something that cannot be easily explained and categorised. As its language begins to fail, a new form of expression emerges. With live voice-over by Zia Ahmed and rap by Jawnino.

@dmstfctn
@jawnino
@ziaahmedxo

C

Whirlpool

The John Lyon's Community Gallery, Learning Centre
18:30–21:00

See how Yehwan Song turns the internet's promise of free surfing into a whirlpool. Drowning surfers' conversations circulate across the installation, revealing how digital systems train users to keep moving and responding while losing control over where their participation takes them.

Song creates anti-user-friendly environments that expose how digital systems shape behaviour, and exclude users, challenging the promises of freedom embedded in interface design.

@yehwan.yen.song

D

Anti User-Friendly Series and Fountain

Alcoves, Learning Centre
18:30–21:00

Through unpredictable movements and inefficient interactions on screen, artist Yehwan Song proposes alternative ways of navigating digital environments. Part of the *Anti User-Friendly* series, *Crash, hello, hey*, and *rainbow* challenge how interfaces regulate user behaviour under the promise of convenience. *Fountain* compresses the ocean of information into a water tank, uses falling droplets to activate a touchscreen. Submerged in water, the device introduces a sense of anxiety and fragility towards technology.

@yehwan.yen.song

E

Digital Vessel

Art Studio, Learning Centre
18:30, 19:20, 20:20

Duration: 40 minutes
Please note, these sessions have a limited capacity. Sign up from 18:00 at the *Learning Centre* Reception desk.

Explore the interactive digital avatar work by Olivia Ema. Step in front of the camera and see your own expressions mirrored by a digital avatar in real time, experiencing yourself from outside the body. Alongside, reflective prompts guide participants through dreams, altered states and the relationship between body, spirit and the digital self.

@_oliviaema

F

Earth Engine

Hochhauser Auditorium
Level 1, Learning Centre
18:30–21:00

Please note, this is a collective experience of a solo player game. Each person is expected to play for about 3 minutes.

Something between an ecological *Tamagotchi* and a divination tool, Alice Bucknell's *Earth Engine* rejects the fantasy of a wholly quantifiable world. The game explores planetary play across life-size landscape generated from 3D geospatial models of the Earth and real-time climate data. The agency of the player comes second to the world, refusing power hierarchies. The planet is more like the main player while the human player is more like a non-playable character.

@alicebucknell

G

She Seemed Devastated, When I Was Weeping with Joy

The Lydia and Manfred Gorvy Lecture Theatre
Performances at 18:50, 19:45

Duration: 25 minutes

Directed by Eunju Hong, the performance delves into shifting relations of control and vulnerability between human and non-human bodies. Drawing on East Asian puppetry, the work pairs a performer with a life-size 3D-printed puppet modelled after Hong's face and body. The puppet projects a ghost-like presence that hovers between reality and simulation as well as life and inert matter.

@eunnuhong
@imeunjoung

Situating Memes: Selves, Bodies and Other Templates talk

The Lydia and Manfred Gorvy Lecture Theatre
20:30

Duration: 45 minutes
The talk is livestreamed.

Artist Cem A., founder of @freeze_magazine, looks at how memes resonate between physical and digital spaces, mediating our sense of self. Introducing his practice of situating memes, he discusses how the essence of a meme can be unpacked and expanded through interventions in institutional and public spaces, from museum posters and wall texts to caution signs and flags.

@freeze_magazine
@cem_____a

I

Ego in the Shell

Photography Centre, Room 98, The Kusuma Gallery
Drop in from 18:30–21:30

Encounter the self as something fluid rather than fixed through Emi Kusano's multi-media installation. Drawing on Buddhist ideas of emptiness and impermanence, Kusano custom made an AI model trained on her own images and generates evolving versions of herself. Inspired by the 1995 film *Ghost in the Shell*, her work examines how bodies, memories and identities are continually reconstructed through encounters with technology.

@emikusano

J

Me@Avatars screening

National Art Library
Films on loop from 18:30–21:30

Duration: 45 minutes each cycle

As more of our data is captured and processed, the digital world is becoming semi-autobiographical. Artists are turning to avatars as introspective extension of themselves. Through these digital lookalikes, artists Harold Hejazi, Yuma Kishi and Rachel Maclean spotlight under-represented lived experiences, challenge existing relationships with non-human bodies and interrogate crisis in technological capitalism.

Co-presented with digital art platform MC2, the full screening series will be staged online in December.

@rachel_maclean_studio
@haroldhejazi
@obake_ai
@mc2.art_

K

Agent

Medieval & Renaissance, Room 64b. The Simon Sainsbury Gallery
Performances at
18:45, 20:00, 21:00

Duration: 15 minutes
Please queue at K1 on the map.
Limited capacity.

Explore liminal encounters with otherness, robotics, animacy, cognition, and movement through the interactive performance *Agent* featuring Kira Xonorika and robot dog DIVA – an ongoing intention to decouple technology from domination.

Xonorika looks into topics from Indigenous technoscience, Protopian world-building, ecology to nonhuman intelligence.

@xonorika

ALSO ON TONIGHT

Discounts for under 26s

Constantinople to Istanbul: One City, Two Empires
Galleries 38 and 39

In partnership with Koç Holding
With support from the Huo Family Foundation

Rising Voices: Contemporary Art from Asia, Australia and the Pacific
The Porter Gallery

Sponsored by Aesop

COVER ARTWORK

Agent by Kira Xonorika
Photo Credit: Kathleen Pracht

CREDITS

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Lead Producer: Katya Spiers
Producer: Faunsia Tucker
Friday Lates are produced by the V&A's Contemporary Programme Team, with support from design, audio-visual, operation and marketing teams

KEEP IN TOUCH

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