Digital Design Weekend

Saturday 23 – Sunday 24 September 2017
10.30–17.00

Human Sensor by KasiaMolga. Photo: Nick Harrison

V&A

Digital Design Weekend

A weekend of free events exploring how design, technology and creativity can help bridge ideas, generating new relationships between people, cities, environments and more.

The Digital Design Weekend coincides with the London Design Festival at the V&A.

The Bridging Open Borders publication, supported by AHRC, Mozilla & designed by Uniform, will be available online at digitransglasgow.github.io/bridgingopenborders with free copies distributed during the event.

TALKS

Future of Education
Seminar Room 1, Sackler Centre for arts education
Saturday 23 ONLY, 11.30 – 13.00
A discussion on the future of our education system, skills and knowledge needed for the next generations and future jobs. *With: Daniel Charny (Fixperts), Helen Steer (Do it Kits), Sean Roy Parker (School of Damned) and Jane ni Dhulchaointi (Sugru). Chaired by Eszter Bircsák.*

Exhale – Bionic Chandelier, Julian Melchiorri
Hochhauser Auditorium, Sackler Centre for arts education
Saturday 23 ONLY, 15.30 (30-mins talk followed by installation tour)
Innovation design engineer, Julian Melchiorri, presents the world's first living and breathing chandelier utilising novel bionic-leaf technologies, inspired from the V&A's collections. *Supported by the National Lottery through the Heritage Lottery Fund.*
http://www.julianmelchiorri.com/

Alternative Anatomies – Stelarc & Nina Sellars, Virtual Futures Salon
Lydia and Manfred Gorvy Lecture Theatre, Level 3
Sunday 24 ONLY, 14.00-15.00
A discussion between Stelarc and Nina Sellars on collaboration in artistic practice and the influence of anatomy on our understanding of body, identity and subjectivity.
Booking essential: **http://vfutur.es/alternativeanatomies**

TECHnique
Seminar Room 1, Sackler Centre for arts education
Sunday 24 ONLY, 12.00 – 13.30
Artists Rachel Ara, Nick Rothwell and Shelley James tell their stories, explain choices and lessons learned, exploring the impact that technology is having on the arts.
http://technique.create-hub.com/

Disobedient Electronics: Protest, Dr. Garnet Hertz
Hochhauser Auditorium, Sackler Centre for arts education
Sunday 24 ONLY, 15.30 – 16.30
Dr. Hertz will speak about his research in DIY culture, electronic art and interdisciplinary design practices, and his recent publication "Disobedient Electronics: Protest". The publication will be on display in the Sackler Centre.

Women-Technology-Storytelling
Seminar Room 1, Sackler Centre for arts education
Sunday 24 ONLY, 16.00 – 17.00
Leading women share their ground-breaking work with technology and respond to issues such as climate change, mobility, healthcare, digital democracy, sex education and more. *With: Györgyi Gálik, Emilie Giles, Bhavani Esapathi. Chaired by Eszter Bircsák.*

SHOW & TELL INSTALLATIONS & LABS

Duet, **Invisible Flock and Quicksand**
Grand entrance, Level 1
An evolving artwork of stories and connections between India and the UK. Daily messages are captured and woven into an internet connected light and text sculpture. *Funded by Arts Council England and the British Council. Co-commissioned by Yorkshire Design Group, Leeds Bid, Leeds City Council, Quays Culture, Threshold Studios, V&A and Quest Alliance. Supported by East Street Arts and Unbox.*
Download and participate
www.duet-app.com

Cocoon #5, Studio Marlene Huissoud
Medieval and Renaissance, Room 50b, The Paul and Jill Ruddock Gallery, Level 1
Challenging the properties of natural resources, Cocoon #5 has been slowly created by accumulating hundreds of Indian silkworm cocoons – discarded when it reaches maturity.
http://www.marlene-huissoud. com/

Slave/Master, **BR Innovation Agency**
Raphael Gallery, Level 1
Contemporary dance, cutting-edge robotics and interactive projection graphics explore "borders" around human/robot interaction, reversing the traditional "fear" portrayed in sci-fi films of robots oppressing and interfering with humans. *In collaboration with Holition and London Contemporary Ballet Theatre. Supported by and developed with KUKA Robotics UK Ltd, Autodesk, Adelphi Automation, SCM Handling, Rockwell Automation and Plexal.*
https://www.brinnovationagency. com/

The Human Sensor, **Kasia Molga in collaboration with Prof. Frank Kelly and Dr. Andrew Grieve, King's College London, Ricardo O'Nascimento and Erik Overmeire**
Fashion, Room 40, Level 1
The *Human Sensor* examines breathing as an interface between environment and our inner-selves ("invironment"), highlighting our own bodies as the sensor for diagnosing the condition and thus health of our surroundings. *Dance/Performance: Ruth Jones. Commissioned and produced by Invisible Dust, supported by Wellcome Trust and Arts Council England.*
http://www.keytoalef.com/ kasianet/index.php/the-human- sensor-2/

Tischrechner (Table calculator), Davide Bevilacqua and Veronika Krenn
Sculpture, Room 21a, Level 1
Tischrechner speculates on the origin of the dominant images of economic growth through old-style calculators. *In partnership with Ars Electronica Linz and the Austrian Cultural Forum, supported by AVL Cultural Foundation and NIO.*
www.davidebevilacqua.com, www.vkrenn.at

Data Slicers, prazlab, 2014-2017
Sculpture, Room 21a, Level 1
Fruit cutters are new forms of kitchen utensils, commercial products that shape fruits into equal pieces. Referring to the symbolic meaning of fruits, the Data Slicers implement data in the meal by manipulating the fruit cutters. *In partnership with Ars Electronica Linz and the Austrian Cultural Forum, supported by AVL Cultural Foundation and NIO.*

The Lost Palace, Chomko & Rosier
John Madejski Garden
An interactive exploration of the spaces and stories of the Palace of Whitehall, 300 years after it burnt to the ground.
http://chomkorosier.com/

The Data Detox Bar, Tactical Tech and Mozilla
Foyer, Sackler Centre for arts education
1-hr workshops in Seminar Room 1, 13.30, 15.00 on Saturday and 11.00, 14.00 on Sunday
Do you feel your digital self is slipping out of control? Installed too many apps? Clicked "I agree" too many times? Visit 'The Data Detox Bar' to find out what data is collected on you and why, get a preview of Tactical Tech and Mozilla's upcoming London exhibition 'The Glass Room', ask our 'Ingeniuses' for digital privacy advice or pick up a free Data Detox Kit.
https://tacticaltech.org

Code Liberation
Design Studio, Sackler Centre for arts education
Showcase of projects developed during Code Liberation workshops at the V&A. Code Liberation catalyzes the creation of digital games and creative technologies by women, nonbinary, femme and girl-identifying people to diversify STEAM fields.
http://codeliberation.org/

The 3D Additivist Manifesto and Cookbook, Morehshin Allahyari and Daniel Rourke
Digital Studio, Sackler Centre for arts education
A free compendium of imaginative, provocative works from world-leading artists, activists and theorists responding to a call to push the 3D printer and other creative technologies to their absolute limits.
additivism.org/manifesto & additivism.org/cookbook

Geomancer, Lawrence Lek
Digital Studio, Sackler Centre for arts education
Set in Singapore in 2065, an adolescent satellite AI comes down to Earth, hoping to become the first AI artist. Originally produced for the Jerwood/FVU artist video award, this new version explores the cinematic capabilities of virtual reality. *Supported by Arts Council England and produced by Carmen Salas.*
www.lawrencelek.com

The Swoompipe (2017), Ben Neal
Digital Studio, Sackler Centre for arts education
An oversized, handheld, wooden panpipe that controls music and games software via MIDI over Bluetooth. *Presented in partnership with Birmingham Open Media.*

Formbytime, Leonhard Peschta
Digital Studio, Sackler Centre for arts education
Electromechanical jewellery incorporating motors and electronics made of precious metals connected to the wearer's mobile device via Bluetooth. *Courtesy Gallery Lisi Hämmerle. In partnership with Ars Electronica Linz and the Austrian Cultural Forum, supported by AVL Cultural Foundation and NIO.*
http://www.formbytime.com

Very Very Far Away (VVFA): Telling tales of a future, Sitraka Rakotoniaina, Andrew Friend and Jasmin Blasco
Art Studio, Sackler Centre for arts education
Pop up radiostation broadcasting online and live from the V&A Digital Design Weekend, playing content from the VVFA podcast series, interviews, talks and new live content created within the Museum.
http://vvfa.space

Outrospectre, Frank Kolkman
Art Studio, Sackler Centre for arts education
Proposal for a medical device that simulates an out-of-body experience; referencing X-ray machines and CT-scans, *Outrospectre* questions how we could begin to apply research to designing tools and techniques for hospitals to help patients acknowledge their own mortality. *Supported by Amsterdam Fund for the Arts (AFK). Commissioned by Waag Society – Creative Care Lab, Makerversity Amsterdam, Museum Vrolik.*
http://www.frankkolkman.nl

Handcrafting the Digital, Irene Posch
Art Studio, Sackler Centre for arts education
Tools developed for the creation of electronic textiles and sample artefacts translating digital technologies to the domain of textile crafts.*In partnership with Ars Electronica Linz and the Austrian Cultural Forum, supported by AVL Cultural Foundation and NIO.*
http://www.ireneposch.net

Future Fixing
Art Studio, Sackler Centre for arts education
Drop-in workshops exploring fixing, making, creativity and problem solving. *With Helen Steer (Do it Kits) and Fixperts. Led by Eszter Bircsák.*

The Riot (Prototype), Karen Palmer
Lunchroom 2, Sackler Centre for arts education
Emotionally responsive, live-action film, with immersive 3D sound design, using facial recognition and A.I. technology to navigate through a riot. *In Co-Production with The National Theatre Immersive Storytelling Studio. Technical Partners: Brunel University London. Supported by Arts Council England, Festival of the Mind, The University of Sheffield, Year of Making Sheffield and V&A.*
http://karenpalmer.uk/portfolio/riot/

Co-scriptable Bodies, Ling Tan
Lunchroom 1, Sackler Centre for arts education
Using wearables as an expressive interface, participants co-create body gesture sensing wearables that enable them to record their bodily interaction with the city, ranging from the quality of air in London to perception of safety in Johannesburg, South Africa.
http://lingql.com

Power of the mud, Paul Granjon & Michka Mélo (FoAM)
Lunchroom 1, Sackler Centre for arts education
Exploring the usability of microbial fuel cells for powering small robotic, sensing, interactive systems. *With support from FabCre8 @ Cardiff School of Art and Design.*
http://www.zprod.org/zwp/thoughts/power-of-the-mud/

Art, Design and Neurodiversity, Luca M. Damiani (University of the Arts London) with John Philip Sage and Natasha Trotman
Lunchroom 1, Sackler Centre for arts education
This practice-based research project looks at the interrelation between artistic practice and neurodiversity. *Developed in conjunction with the Graphic and Media Design course at London College of Communication (UAL), and case-studies with Tate Digital Learning and BBC R&D.*
http://www.lucadamiani-art.com

Unpicking the voice-enabled internet with Mozilla's Open IoT Studio
Lunchroom 1, Sackler Centre for arts education
Voice-enabled objects are enchanting and forming a not-so-quiet evolution in the power of computers, yet it is becoming increasingly clear that their development is not following a path for a healthy internet. Explore work by designers offering an alternative narrative that places people first.

Digital Design Weekend on GitHub
Lunchroom 1, Sackler Centre for arts education
Help edit, remix and add to our Digital Design Weekend publications on GitHub, with Andrew Prescott, Luca Guariento, Diane Scott and Sonia Ali from the Arts and Humanities Research Council Digital Transformations Theme leadership team at the University of Glasgow.

The Endangered Languages Documentation Programme, SOAS University of London
Lunchroom 1, Sackler Centre for arts education
Discover digital tools that have enabled researchers, activists and speakers to document endangered languages in an attempt to help them preserve their unique knowledge, history and worldview. *Supported by the Arts and Humanities Research Council Digital Transformations Theme.*
http://www.eldp.net/

Exeter 4IR projects, Adam Lusby and Michael Saunby, University of Exeter
Lunchroom 1, Sackler Centre for arts education
Outcomes and visions from a series of events where academics and entrepreneurs are working together to prepare young people for an active role in the fourth industrial revolution, featuring the Hackbox.

Hack the Senses
Sackler Centre for arts education
Discover associations between our sense of smell and our perception of colour, take part in a VR out-of-body experience, and explore the artistic potential of biometrically driven machine learning. *Supported by Starlab and Neuroelectrics.*
http://www.hackthesenses.com

***In Need of Transformation*, Studio Ini**
Lobby 1, Sackler Centre for arts education
An augmented materiality constructed by continuously transformable structures that 'form' and 'deform' themselves and the space they inhabit.
http://www.nassia-inglessis.com

***Exposed / Unauthorised Copy (2017)*, Antonio Roberts**
Entrance, Sackler Centre for arts education
Unauthorised Copy and *Exposed* explore internet-based cultural issues around copying, plagiarising, authenticity and highlight the ways in which technology is being used to expose details of our lives and to collect data about our movements on- and offline.
http://www.hellocatfood.com

Storytelling Through Objects
Entrance, Sackler Centre for arts education
Objects by leading artists & designers responding to current issues such as climate change, mobility, healthcare, digital democracy, sex education and the future. *With Györgyi Gálik, Alexandra Deschamps-Sonsino, Emilie Giles, Anab Jain, Bhavani Esapathi, Ida Tin, Jara Rocha. Led by Eszter Bircsák.*

***Tangible Memories: Parlours of Wonder*, Dr. Helen Manchester & Dr. Kirsten Cater, Univ. of Bristol, Stand + Stare and Alive! feat. work by Dr. Peter Bennett, Heidi Hinder & Steve Symons**
Learning Centre Reception, Level 3
Explore new spaces of discovery, reflection and connection in elder care settings. Bespoke objects are designed specifically for care homes to assist residents, staff and visitors with the telling and sharing of their life histories. *Supported by the AHRC BrunelCare, Mears Care & Hanover Housing.*
http://tangible-memories.com/

***Science of Music*, Do It Kits, Helen Steer & Phoenix Perry**
Learning Centre Reception, Level 3
Explore the beautiful physics of music and make simple electronic and analogue instruments with Do It Kits.
www.doitkits.com

***Art-ificial Boundaries*, Arianna Mazzeo & Students, DESISLAB Elisava-Desis Network, Barcelona School of Design and Engineering**
Seminar Room 4, Learning Centre, Level 3
Participatory performance where we co-create new forms of resistance and take ownership of our inner values in search for cross-border artefacts and practices for collaborative futures.

***Get Inside The Music*, Prof Rob Toulson (Univ. of Westminster), Prof Justin Paterson (Univ. of West London), Sarah Kayte Foster (Daisy and The Dark)**
Seminar Room 5, Learning Centre, Level 3
Explore the musical building blocks of Daisy and The Dark's ground-breaking Red Planet EP and iPhone App, and take part in live 'silent' performances experienced only via Bluetooth headphones. *Supported by the AHRC Digital Transformations Theme.*

Gameli Kodzo Tordzro & Naa Densua Tordzro
Seminar Room 5, Learning Centre, Level 3
Explore the music, film, storytelling and textiles of multi-arts practitioners from a Ghanian Scottish diaspora experience. *Supported by the Arts and Humanities Research Council Translating Cultures and Digital Transformation Themes.*

***Optophono*, Prof Gascia Ouzounian (Univ. of Oxford), Dr Peter Bennett (Univ. of Bristol) and Dr Christopher Haworth (Univ. of Birmingham)**
Seminar Room 5, Learning Centre, Level 3
Interactive music projects including apps and instruments, and 'Pet Sounds', a project that explores the idea of the musical selfie. *Supported by the Arts and Humanities Research Council Digital Transformations Theme.*
http://www.optophono.com

***Hyperplanes of Simultaneity*, Fabio Giampietro and Alessio de Vecchi**
Seminar Room 5, Learning Centre, Level 3
Experience the heights of a virtual metropolis with VR. *Hyperplanes* explores the planes of space and time through the combination of immersion and vertigo. *In partnership with Lumen Prize, the Global Award & Tour for Digital Art.*
http://fabiogiampietro.com/

V&A Samsung Digital Classroom: Seulgi Lee
Raphael Gallery, Level 1
Saturday, 11.00-12.00, 14.00-15.00, 15.30-16.00
Join Seoul based jeweller Seulgi Lee to create your own unique algorithmic brooch. *Supported by Samsung and the Korea Craft and Design Foundation.*

FAMILY ACTIVITY

***Hack the City!*, Plymouth University with ODI Devon**
The Salon, Europe Galleries
Talk to a tree, play with a bench or tinker with a streetlight. In this drop-in event aimed at families we will explore how simple code can connect us with everyday things in the city. *Suitable for 8-15yrs with their parents.*

DDW EVENTS NEARBY*

*Austrian Cultural Forum London, 28 Rutland Gate, London SW7 1PQ (a 9 minutes' walk from the V&A, please see map)

ACF London opening times: Saturday 23 September, 10.30–19.00 Sunday 24 September, 10.30–17.00

17:40 - 18:40, Leo Peschta
Austrian Cultural Forum London
The kinetic sculpture 17:40-18:40, reflects the recorded movement of a person through the city by changing its form. Between 5:40pm – 6:40pm the artist went for an hour through the city of Vienna and recorded his route with his smartphone. *Courtesy Gallery Lisi Hämmerle.*
http://leo.ok.ag/index.php/id-1740---1840.html

Let's Walk and Talk: ACF London guided tours
Saturday 17.00 & Sunday 12.00 (We start the tour at the V&A Grand Entrance sign or join us at the Austrian Cultural Forum London)
Meet the artists and curators while walking! Guided walks and chance to visit Emotion + the Tech(no)body exhibition, which considers our attachment to data and relationship to technology.
www.acflondon.org,
https://ua2017.unconsciousarchives.org

Robotic Intervention & sound performances
Saturday, 17.30 (Austrian Cultural Forum London)
A chance to experience Leonhard Peschta's Robotic intervention BM MKIII and sound performance Ursuppe by Davide Bevilacqua & Alberto Boem.
http://www.acflondon.org/exhibitions/v-digital-design-weekend-2017/

Workshop with Irene Posch
Sunday, 11.00–12.30 (Austrian Cultural Forum London)
A workshop exploring tools for the use of textiles in the production of digital technologies.

In partnership with Ars Electronica Linz and the Austrian Cultural Forum, supported by AVL Cultural Foundation and NIO.

Want More Digital Design?
Grab a copy of HOLO, on sale at the V&A Shop! A magazine tracing 'emerging trajectories in art, science, and technology'.
http://holo-magazine.com/2

Events are free and drop-in, and suitable for all ages unless stated otherwise.

Use **#LDF17, #DigitalDesignWeekend** to tweet about events

Please note photography and filming will be taking place at this event. Images will be taken for use by the V&A to publicise this event and future digital programmes.

HYDE PARK

Kensington Road / Buses 9, 10, 52

Rutland Gate

● ACF

Buses C1, 74, 14

Knightsbridge Underground

Brompton Road

Cottage Place

Ennismore Street

Sloane Street

● V&A

Cromwell Road

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DESIS NETWORK
Design for Social Innovation and Sustainability

ARS ELECTRONICA

Supported using public funding by
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BOM

London Contemporary Ballet Theatre

Rockwell Automation

Australian Government

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