Leonardo da Vinci and Perpetual Motion
Design Studio,
Sackler Centre for Arts Education
Birkbeck University London,
Ravensbourne University &
Museo Galileo

Key drawings from Leonardo da Vinci’s notebooks on perpetual motion machines are visualized as digital animations and 3D augmented reality models. At stake is what state-of-the-art technology can contribute towards our understanding of visual works and thinking processes in the fields of art and science.

Mood Pinball
Foyer, Sackler Centre for Arts Education
Ben Neal, Edie Jo Murray &
Harmeen Chagger-Khan

By becoming a pinball in a virtual machine you enter the world of neurodiverse artist Edie Jo Murray. Open data sets which offer insights into different environments that affect her moods are revealed through play.

Commissioned by the Open Data Institute (ODI) in partnership with the University of Southampton DataStories project, supported by the EPSRC. Produced by BOM.

Aweigh
Lunchroom 1,
Sackler Centre for Arts Education
Samuel Iliffe, States Lee, Keren Zhang &
Flora Weil

Aweigh is a biomimetic navigation system that uses the polarised property of light to position individuals. Drawing from ancient tools like the sextant, it functions independently from infrastructure and centralised control. The exhibited work invites visitors to engage in discussions around the development of modern technologies and learn to implement their own network alternative tools.

Probe Tools
Lunchroom 1,
Sackler Centre for Arts Education
Interaction Research Studio,
Goldsmiths & University of London

A range of unconventional recording devices called Probe Tools, intended to inspire people to do their own – serious or fun – visual research. Visitors will be able to “adopt” a camera and document their life following a series of prompts around the festival’s theme.

Domestic Media
Sackler Centre for Arts Education
VJF (Vytas Jankauskas and Jon Flint)

A trio of connected objects, retrofitting complex social media interactions within the domestic appliances from the last century. An alarm clock, a radio, and a TV, distill and encompass our mundane digisocial dilemmas, from stalking, to swipe-right and FOMO.