

Digital Design Weekend

Saturday 21 – Sunday
22 September 2019
10.30 – 17.00



V&A

E**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.

F**Mood Pinball**

*Foyer, Sackler Centre for Arts Education
Ben Neal, Edie Jo Murray &
Harmeet 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.

G**Aweigh**

*Lunchroom 1,
Sackler Centre for Arts Education
Samuel Illiffe, 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.

H**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.

I**Somestic Media**

*Sackler Centre for Arts Education
VJF (Vytautas 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, distil and encompass our mundane digisocial dilemmas, from stalking, to swipe-right and FOMO.