

## S Please Do Not Touch

*National Art Library*

One Five West seek to subvert rules and unfriendly design in public spaces through playful interventions. Join them in this large scale 'buzz-wire' along the V&A banisters. A steady hand and cool head are needed to reach the top of the leader board.  
[onefivewest.com](http://onefivewest.com)  
[@onefivewest](https://twitter.com/onefivewest)

## T Oscillate

*Tapestries, Room 94*

Combining a Virtual Reality headset with a good old fashioned swing, take a seat for an entirely immersive experience exploring the tension between your body in the physical space and your appearance in virtual space.  
[@ProfBWalker](https://twitter.com/ProfBWalker)  
[aerial.fm](http://aerial.fm)

## U In Storage

*Paintings, Room 82*

*The Edwin and Susan Davies Galleries*

19.00, 19.30, 20.00, 20.30, 21.00  
Join The Game Kitchen for an introduction into live action role play games. Taking inspiration from the objects around you, transport yourself into fanciful narratives. Based on the game Fallen Stars by Martin Nielsen and Magnar Grønvik Müller.  
[thegamekitchen.org](http://thegamekitchen.org)

## V Brotherhood of Mars

*Paintings, Room 87*

*The Edwin and Susan Davies Galleries*

Warhammer is a tabletop game where players paint and assemble an alternative world. Join the South London Warlords in a game of Warhammer set against a background of civil war in a cataclysmic period known as the Horus Heresy.  
[salute.co.uk](http://salute.co.uk)

The event runs parallel to V&A Museum of Childhood exhibition Game Plan: Board Games Rediscovered which runs until 23 April 2017.

## W The Extraordinary Adventures of Baron Munchausen

*Learning Centre Reception*

19.00, 20.00, 21.00

Can you keep up with Baron Munchausen's extraordinary adventures as he travels to the Moon and the Sun, rides cannon-balls, defeats armies single-handed, meets the gods, and escapes from bandits on half a horse? Pull up a seat and battle other players in a game where the tallest tale wins.

## PROGRAMME COVER DESIGN

Sophia Foster-Dimino [hellophia.com](http://hellophia.com)

## FOOD & DRINK

Drinks are available in the Grand Entrance throughout the evening and in The John Madejski Garden (weather permitting). Food and drinks will be served in the Café until 21.00.

## ALSO ON TONIGHT

### Undressed: A Brief History of Underwear

*Sponsored by Agent Provocateur and Revlon*

*Until 12 March 2017*

### The Camera Exposed

*Until March 2017*

### You Say You Want a Revolution? Records and Rebels 1966 – 1970

*In partnership with Levis®, Sound experience by Sennheiser*

*With additional support from Grow Annenberg Foundation, Fenwick and Sassoon*

*Until 26 February 2017*

### Opus Anglicanum: Masterpieces of English Medieval Embroidery

*Generously supported by the Ruddock Foundation for the Arts.*

*Supported by Hand & Lock*

*Until 5 February 2017*

## KEEP IN TOUCH

[vam.ac.uk/fridaylate](http://vam.ac.uk/fridaylate)

Visit [vam.ac.uk/signup](http://vam.ac.uk/signup) and subscribe to our e-newsletters featuring exhibitions, events and special offers.

 [Victoriaandalbertmuseum](https://www.facebook.com/victoriaandalbertmuseum)

 [@V\\_and\\_A](https://twitter.com/V_and_A)

 [@vamuseum](https://www.instagram.com/vamuseum)

View photos of Friday Late on [flickr.com/photos/fridaylate](https://www.flickr.com/photos/fridaylate)

# V&A Presents FRIDAY LATE

With Virtual Reality headsets hitting the high street and augmented reality sending players hunting through their neighbourhoods, 2016 has seen our virtual and physical worlds collide like never before. Let us distort your reality with talks, workshops, games and playful interventions.

*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.*

*Please note, if the Museum reaches capacity we will allow access on a one-in, one-out basis.*

## #FridayLate

### A Shock Machine: DJ Set

*Grand Entrance*

18.30 – 21.00

Bringing their signature sounds of shimmering psychedelia, Shock Machine spin you through otherworldly sounds inspired by decades of off-kilter pop classics and colourful synths.

[shock-machine.com](http://shock-machine.com)

[@shock\\_machine](https://twitter.com/shock_machine)

### B Chipzel

*Grand Entrance*

21.00 – 21.45

Turning classic 8bit sounds into something frantically hard-hitting, Chipzel takes you back to the days of retro gaming, using Game Boys to create energetic dance tracks.

[chipzel.co.uk](http://chipzel.co.uk)

[@chipzel](https://twitter.com/chipzel)

# Parallel Worlds

Friday 25 November

18.30 – 22.00

### C Code Liberation

*Grand Entrance*

Challenging complacency in the tech industry, Code Liberation teach and create digital games by women, non-binary, femme identified individuals. Pick up a controller and explore the worlds created by students as part of a 7 week collaboration between V&A, Machines Room, and Goldsmiths.

[codeliberation.org](http://codeliberation.org)

[@CodeLiberation](https://twitter.com/CodeLiberation)

### D In the Eyes of the Animal

*Europe 1600-1815 Galleries*

*The Salon, Room 4*

Ever wondered what it's like to be an animal in the forest? To flutter like a dragonfly or jump like a frog? Discover the world anew through this 360 degree VR experience, which immerses you in a vibrant world belonging to woodland creatures. Project commissioners Abandon Normal Devices (AND) present the new online version, developed in partnership with The Space and Forestry Commission England's Forest Art Works.

[iteota.com](http://iteota.com)

[@andfestival](https://twitter.com/andfestival)

[@marshmallowlf](https://twitter.com/marshmallowlf)

### E Games We Found

*Medieval & Renaissance, Room 50a*

*The Paul and Jill Ruddock Gallery*

The V&A is full of ornamental patterns and strange details. Transforming these shapes and forms, Matheson Marcault have created a new board game which takes you off on a scavenger hunt across the Museum.

[mathesonmarcault.com](http://mathesonmarcault.com)

[@mathmarcault](https://twitter.com/mathmarcault)

### F Just Act Normal

*Medieval & Renaissance, Room 50b*

*The Paul and Jill Ruddock Gallery*

19.00 – 19.30

What's next after Pokémon Go? Join Rob Morgan, writer and creative director of Playlines, as he explores how technology is helping to create interactive stories that alter the way users relate to their everyday reality.

[playlines.net](http://playlines.net)

[@PlaylinesAR](https://twitter.com/PlaylinesAR)

### G The History of Virtual Worlds

*Medieval & Renaissance, Room 50b*

*The Paul and Jill Ruddock Gallery*

20.00 – 20.30

Video game journalist Holly Nielsen takes us back in time to explore how virtual spaces are influenced by history. Tracing themes, philosophies and historical figures, Nielson explores how gamers create new worlds which mirror our past.

[@nielsen\\_holly](https://twitter.com/nielsen_holly)

### H Playstation VR demo

*The Raphael Cartoons, Room 48a*

Immerse yourself in gaming like never before with PlayStation VR. Games available to play include Ocean's Descent, Battlezone, RIGS Mechanized Combat League, and London Heist. Please note players must be 12+.

[Playstation.com/Playstation-VR](http://Playstation.com/Playstation-VR)

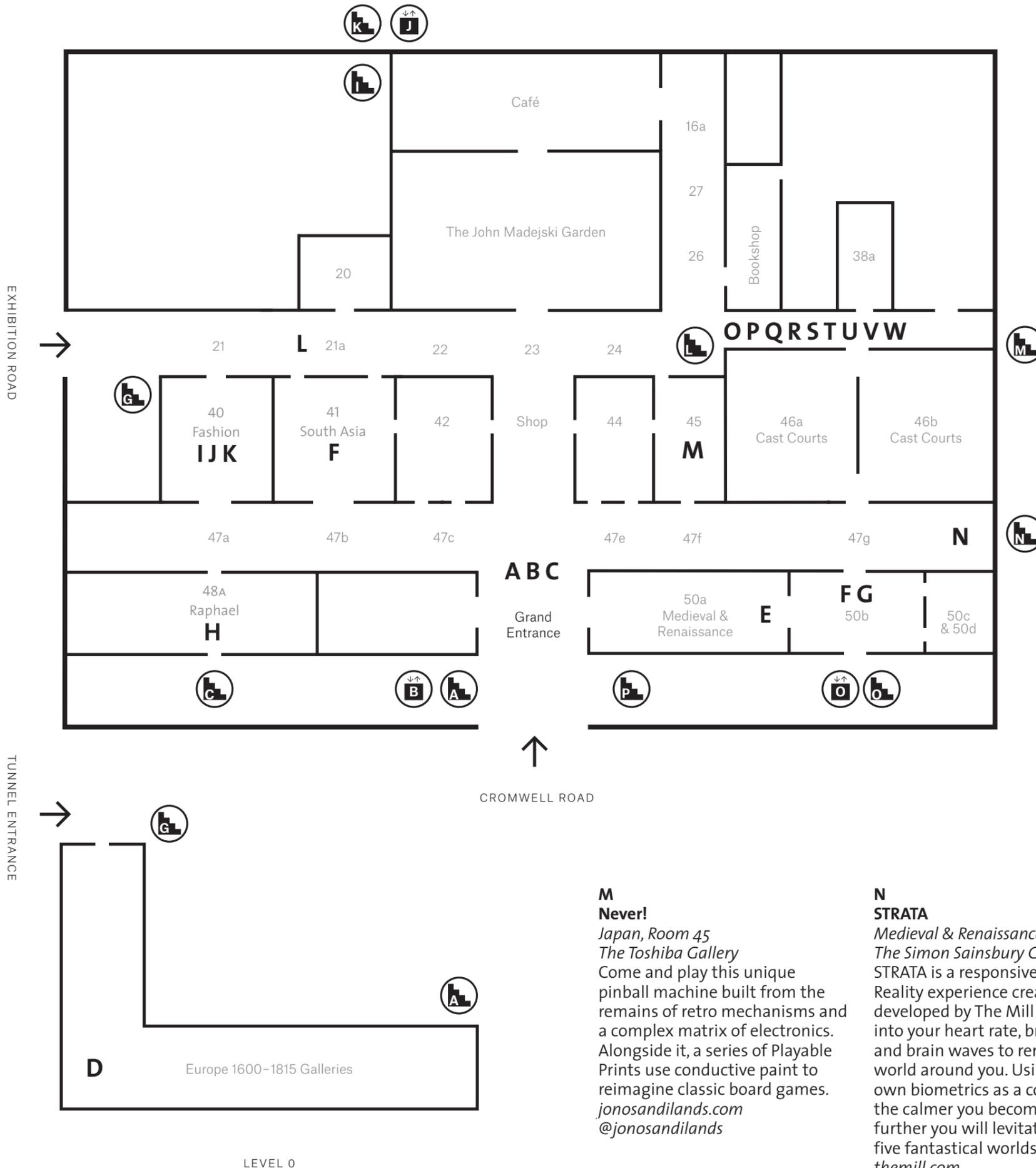
[@PlayStationUK](https://twitter.com/PlayStationUK)

**I**  
**Cardboard Arcades**  
*Fashion, Room 40*  
 This traveling video game arcade is made from cardboard. Huddle around a machine and work together in a series of multi-player retro games. Fight your way through your opponents for the chance to win prizes. Games include Flat Heroes, Nidhogg, Samurai Gunn, Mount Your Friends and Pico Park.  
[unstableking.co.uk](http://unstableking.co.uk)  
 @unstable\_king

**J**  
**Foramina**  
*Fashion, Room 40*  
 Enter the pen & ink world of independent game Foramina, where nothing is quite what it seems. Playing as a fox-masked protagonist, navigate the eerie landscape avoiding the drone-like natives.  
[foraminagame.com](http://foraminagame.com)  
 @foraminagame

**K**  
**VRGO**  
*Fashion, Room 40*  
 Take a seat on VRGO, a prototype motion chair for Virtual Reality. Through real-world movements you are able direct the action in a virtual world. The hands-free controller chair allows for deeper levels of presence and reduces the feelings of motion sickness. Try it out for yourself.  
[vrgochair.com](http://vrgochair.com)

**L**  
**The Beholder Controller**  
*Sculpture, Room 21a*  
*The Dorothy and Michael Hintze Galleries*  
 19.30 – 21.00  
 Join artist Adam James as he adopts the creativity and playfulness of live action role play games to the V&A collection. Creating spontaneous characters and scenarios through play, work in groups to move around the Museum in a new way.  
[mradamjames.com](http://mradamjames.com)  
 @adamjamesstudio



**O**  
**Oniropolis**  
*Sculpture, Room 111*  
*The Gilbert Bays Gallery*  
 Join Darran Anderson, author of 'Imaginary Cities', as he explores how real-life architecture has inspired video game worlds. Images will be projected into the Cast Courts gallery, superimposing the historic with the fantastic.

**P**  
**Friends at the Table**  
*Sculpture, Room 111*  
*The Gilbert Bays Gallery*  
 Listen in to Friends at the Table, a collaborative storytelling podcast that uses the rules of tabletop games. In this episode they imagine a world where the virtual and real overlap seamlessly; a world of synthetic pop stars, digital bio-weapons, and massive, yet humanoid war machines.  
[friendsatthetable.net](http://friendsatthetable.net)  
 @Friends\_Table

**Q**  
**HATE**  
*Lunchroom, Learning Centre*  
 Hackney Area Tabletop Enthusiasts, aka The HATE club, is a games club dedicated to gaming in many forms; tabletop war gaming, board games, roleplaying and collectible card games. Take a seat and join this world of miniatures.  
[hate-club.org](http://hate-club.org)

**R**  
**Receive Music**  
*Leighton Corridor*  
 Put on headphones and select a track, in this interactive game that creates visuals based on your experience of listening to music. Developed as part of a collaboration with Code Liberation.  
[codeliberation.org](http://codeliberation.org)  
 @CodeLiberation

**M**  
**Never!**  
*Japan, Room 45*  
*The Toshiba Gallery*  
 Come and play this unique pinball machine built from the remains of retro mechanisms and a complex matrix of electronics. Alongside it, a series of Playable Prints use conductive paint to reimagine classic board games.  
[jonosandilands.com](http://jonosandilands.com)  
 @jonosandilands

**N**  
**STRATA**  
*Medieval & Renaissance, Room 64b*  
*The Simon Sainsbury Gallery*  
 STRATA is a responsive Virtual Reality experience created and developed by The Mill that tunes into your heart rate, breathing and brain waves to remix a game world around you. Using your own biometrics as a controller, the calmer you become, the further you will levitate through five fantastical worlds.  
[themill.com](http://themill.com)  
 @millchannel