

touring exhibitions programme

2026 - 2027



Design Museum Touring Programme

The programme was set up in 2002 with the aim of bringing design exhibitions to audiences around the UK and internationally. Since then, the museum has organised more than 180 tours to 145 venues in 38 countries worldwide.

The Design Museum's touring exhibitions range in size from 150 to 1000 square metres and encompass all areas of design – architecture, fashion, graphics, product, digital and more.

About the Design Museum

The Design Museum, is the world's leading museum dedicated to contemporary architecture and design.

Winner of the 2018 European Museum of the Year Award, the Design Museum is a multifaceted museum, an ever-changing space for the public, industry and education to come together and explore new ideas. A registered charity, the museum's innovative exhibitions, partnerships, research and learning programmes evidence how design can enable this planet and its inhabitants to thrive. Our landmark building in Kensington is the centre of our national network and a global hub for the transformative potential of design.

In 2021, the Design Museum launched Future Observatory, the UK's national programme for design research supporting the green transition. The museum's action research is leading new approaches to lowering the environmental impact of exhibition making, most recently forming Museums 2030 a new peer support network to help UK museums and galleries catalyse change.

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Wes Anderson: The Archives

CURATORS
Johanna Agerman Ross, Chief Curator at the Design Museum
Lucia Savi, Head of Curatorial and Interpretation at the Design Museum
Matthieu Orléan, Artistic Collaborator at Cinémathèque française

VENUES
la Cinémathèque française, Paris
 19 March - 27 July 2025

the Design Museum, London
 21 November 2025 - 16 August 2026

Forum Groningen, Netherlands
 28 November 2026 - 5 September 2027

TOUR AVAILABILITY
 from October 2027

SPACE
 approx. 900 square metres (adaptable)

(TOP LEFT)
 Wes Anderson exhibition at the Cinémathèque française, Paris. Photo S. Dabrowski © la Cinémathèque française, 2025

(BOTTOM LEFT)
 Exhibition views, the Design Museum, London

(ABOVE)
 Wes Anderson and his protagonists in *Isle of Dogs*, Charlie Gray

Wes Anderson: The Archives, is the first retrospective exhibition of Wes Anderson's complete works. It is developed by the Design Museum and la Cinémathèque française in partnership with Wes Anderson. The exhibition features over 700 objects, largely drawn from Anderson's own archives. Many have never been displayed before.

From the start of his career, Wes Anderson has maintained a rich library of notebooks, drawings, paintings, Polaroids, props, puppets, sets, and costumes from his films. The exhibition explores these archives and takes the visitors on a journey not just through time, but through layers of stories – on paper and on film. This exhibition is dedicated to these stories and celebrates Anderson's over 30 years in cinema.

Each Wes Anderson picture plunges the viewer into a world with its own codes, motifs, references, and sumptuous and instantly recognisable sets and costumes. Unpicking the key themes of his work, this exhibition is a chronological journey through Anderson's films and is divided into twelve sections, each dedicated to a specific film. There is also an introduction featuring Anderson's notebooks and a final section dedicated to Wes Anderson's short films.

Each section delves into the craft of film making, highlighting the design story of Wes Anderson's films from storyboards, set and production design, art commissions, as well as costumes. Accumulated, these themes give an overview of how Anderson hones his carefully crafted aesthetic to create such complete visual experiences.

The exhibition is accompanied by an extensive catalogue which is fully authorised by Wes Anderson and contains interviews with Anderson himself as well as his key collaborators.



NIGO: From Japan with Love

CURATORS
Rachel Hajek, Curator at the Design Museum,
Esme Hawes, Curator at the Design Museum

VENUES
the Design Museum, London
 1 May - 4 October 2026

TOUR AVAILABILITY
 from November 2026

SPACE
 approx. 400 square metres (adaptable)

(ABOVE)
 NIGO Portrait, Courtesy of the Design Museum

From the back streets of Harajuku, Tokyo, to the global stage, this is the first-ever museum retrospective and exhibition that will chart the career and life of the Japanese creative director, NIGO.

Working across street style, fashion, music, and more, NIGO has been behind some of the most influential designs, ideas and trends in recent streetwear and fashion history. From founding his first fashion brand, A Bathing Ape, in the ‘90s to currently leading KENZO as the fashion house’s artistic director, the impact of his career remains as wide-reaching and relevant as ever.

The exhibition will give visitors a glimpse into NIGO’s world, from his own personal collection of vintage clothing and Americana ephemera to his close network of collaborators. It will showcase his practice of and ability to sample from wide-ranging disciplines and cultural references, which have given rise to some of the most iconic brands.



The Nue Black Aesthetic

CURATORS
Charlene Prempeh, Guest Curator
Tiya Dahyabhai, Project Curator at the Design Museum

VENUES
the Design Museum, London
 6 November 2026 - 8 August 2027

TOUR AVAILABILITY
 from October 2027

SPACE
 approx. 400 square metres (adaptable)

(ABOVE)
 Strange Notes by Giles Tettey Nartey, 2025

Nue Black Aesthetic is a landmark show celebrating the work of contemporary Black designers whose work shape the contemporary design industry. Spanning furniture, architecture, fashion and installation, the exhibition will unpack the multifaceted practices of designers who draw directly from identity and culture, build community and those who are redefining design systems far beyond the Black community.

Including works by Mac Collins, Samuel Ross, Bianca Saunder and Giles Tettey Nartey, this thought-provoking show will invite visitors to consider how the Black experience today is central to a designer’s practice and to rethink assumptions about what Black design looks like and who gets to shape design culture. The exhibition title draws on the legacy of the Black Aesthetic movement of the 1960s and the New Black Aesthetic of the 1980s. The ‘Nue Black Aesthetic’ reflects this contemporary era of Black design - one that is shaped by the myriad nuances in the expressions of the Black experience today. The term ‘Nue’ derives from the Middle French word ‘nuer’, meaning ‘to make shades of colour’, which gave us the word ‘nuance’.

This exhibition is guest-curated by the founder of A Vibe Called Tech and author of Now You See Me: An Introduction to 100 Years of Black Design, Charlene Prempeh, in collaboration with the Design Museum.



CURATORS
Co-curated by **Rebecca Lewin**, Future Observatory Head of Curatorial Programme and **Justin McGuirk** Director of Future Observatory

EXHIBITION DESIGN
Msoma Architects

GRAPHIC DESIGN
Kellenberger-White

VENUES
the Design Museum, London
6 June - 5 October 2025

Museum für Gestaltung Zürich
29 January - 31 May 2026

Venue in Singapore
28 November 2026 - 16 May 2027

TOUR AVAILABILITY
from June 2027

SPACE
approx. 900 square metres (adaptable)

(LEFT & ABOVE)
Exhibition views, the Design Museum, London

More Than Human

Why has design traditionally only focused on the needs of humans, when we exist alongside billions of animals, plants and other living beings? This groundbreaking exhibition offers a new perspective, one that will be crucial to enabling the planet to thrive.

This will be the first major exhibition on a growing movement of 'more-than-human' design, presenting a new generation of international designers whose practices embrace the idea that human activities can only flourish alongside other species and systems. It is created in collaboration with Future Observatory, the Design Museum's national research programme for the green transition.

Featuring art, design, architecture and technology, this thought-provoking show will present visitors with radical ideas on how to design with - and better understand - the living world.



CURATOR
Danielle Thom, Senior Curator at
 the Design Museum

EXHIBITION DESIGN
Sam Jacob Studio

GRAPHIC DESIGN
LMC

VENUES
the Design Museum, London
 5 July 2024 - 23 February 2025

Kelvingrove Art Gallery and Museum, Scotland
 13 June - 18 October 2026

Melbourne Museum, Australia
 27 November 2026 - 16 May 2027

TOUR AVAILABILITY
 Seeking expressions of interest from June 2027

SPACE
 approx. 500 square metres (adaptable)

(LEFT)
 Exhibition views, the Design Museum, London

(ABOVE)
 1962 Barbie Dream House © Mattel, Inc.

Barbie®: The Exhibition

Opened to coincide with the 65th anniversary of the Barbie™ brand in 2024, the exhibition explores the story of Barbie through a design lens, including fashion, architecture, furniture and vehicle design.

Highlights include a rare first edition of the very first doll released by Mattel® in 1959 ('No. 1 Barbie'), the groundbreaking Day to Night Barbie from 1985 and the best-selling Barbie of all time, 1992's Totally Hair Barbie which sold over 10 million across the globe.

Other dolls highlight the diversity of the Barbie range, with examples of the first Black, Hispanic and Asian dolls to bear the Barbie name, as well as dolls that reflect today's diverse, multicultural society, including the first Barbie with Down syndrome, the first to use a wheelchair, and the first to be designed with a curvy body shape.

We're also showcasing the friends of Barbie, including her first friend, Midge, and the much-loved Christie and Teresa; as well as the younger sister of Barbie, Skipper. There's a section dedicated to Ken, displaying six decades' worth of Ken dolls on show, showing his evolution from his introduction in 1961.

Other objects from this historic brand such as Dreamhouses, vehicles and furniture are on show, including the first ever Barbie Dreamhouse™ from 1962. Together these items show how Barbie's homes, vehicles and other products have all helped to design the universe in which she exists and has always reflected the tastes and trends of day, engaging with modern design in an aspirational but accessible way.





The Offbeat Sari

CURATOR
Priya Khanchandani, former Head of Curatorial and Interpretation at the Design Museum

EXHIBITION DESIGN
Studio MUTT

GRAPHIC DESIGN
Sthuthi Ramesh Design

VENUES
the Design Museum, London
 19 May - 17 September 2023

Wereldmuseum, Amsterdam
 12 April - 3 November 2024

Midlands Art Centre, UK
 28 June 2025 - 25 November 2025

Bunjil Place, Melbourne
 21 March 2026 - 30 August 2026

Liverpool Powerhouse, Sydney
 7 November 2026 - 4 April 2027

TOUR AVAILABILITY
 from May 2027

SPACE
 approx. 400 square metres (adaptable)

(TOP LEFT)
 Exhibition views, Wereldmuseum, Amsterdam

(BOTTOM LEFT & ABOVE)
 Exhibition views, the Design Museum, London

Worn as an everyday garment by some and considered by others to be contrived or uncomfortable, the definition of the sari has multiple subjectivities. Conventionally an unstitched drape wrapped around the body, which can be draped in multiple ways, its unfixed form has enabled it to morph and be absorbent of cultural influences.

In recent years the sari has been reinvented. The urban youth who previously associated the sari with formal wear can now be found wearing saris and sneakers on their commutes to work. Designers are experimenting with hybrid forms such as sari gowns and dresses, pre-draped saris and innovative materials such as steel.

Today the sari manifests as a garment subject to transformation, an expression of identity and resistance, and a crafted object with layers of cultural meanings. This exhibition positions the sari as a designed object from these three perspectives.



WEIRD SENSATION FEELS GOOD: The World of ASMR

CURATORS

James Taylor-Foster, Guest Curator from ArkDes, the Swedish Centre for Architecture and Design
Esme Hawes, Displays Curator at the Design Museum

EXHIBITION DESIGN ÉTER

GRAPHIC DESIGN
Agga Mette Stage and Alexander Söder

VENUE
the Design Museum, London
13 May 2022 - 10 April 2023

AIRSIDE - Nan Fung Development Limited
14 March 2025 - 13 July 2025

TOUR AVAILABILITY
from 2026

SPACE
approx. 400 square metres (adaptable)

(LEFT)
Exhibition views, Gate 33 Airside, Hong Kong

(ABOVE)
Exhibition views, the Design Museum, London

As little as a decade ago, ASMR (Autonomous Sensory Meridian Response) was largely dismissed as a figment of the imagination. Today the term represents one of the largest movements on the Internet, and it has become impossible to ignore. As academic institutions around the world seek to make sense of the phenomenon, creatives—known as “ASMRtists”—are building on a cultural movement that transcends language and culture in favour of bodily ‘feels’.

ASMR is a term that describes a physical sensation: euphoria or deep calm, sometimes a tingling in the body. In recent years an online audience of millions has grown, dedicated to watching the work of designers and content creators who try to trigger this feeling in their viewers. They do it by whispering or eating, touching or tapping, and more besides. This exhibition is the first dedicated to this feeling, and the emerging field of creativity that has grown up around it.

The exhibition was a winner of the Dezeen Awards 2022 Exhibition design of the year.



Skateboard

This exhibition chronicles the history of skateboard design from the 1950s to the present day, from homemade, humble beginnings to today's professional and technologically advanced models.

Curated and designed by author, designer and skater Jonathan Olivares, this is the first UK exhibition to explore the evolution of skateboard design in such detail, developed in partnership with Converse. The exhibition showcases innovative skateboards and components and track how skateboarders have taken over sidewalks, swimming pools and skate parks designing new boards to suit their performance, style and surroundings.

Around 90 rare and unique boards are on display, alongside over 100 other objects, including hardware such as wheels and trucks, safety equipment, VHS tapes, DVDs, magazines and ephemera. Together they show skateboard's technical developments and its evolving social acceptance.

Explore a range of contemporary boards alongside 1950s homemade skateboards from California – Laura Thornhill's Logan Earth Ski 1970s pro model, Tony Hawk's first ever professional model skateboard, Sky Brown's first pro model and the Sky Brown x Skateistan Almost deck.

CURATORS
Jonathan Olivares, Guest Curator
Tory Turk, Associate Curator
Kathryn Johnson, former Curator at the Design Museum

EXHIBITION DESIGN
Jonathan Olivares

GRAPHIC DESIGN
Apartamento Studios

VENUES
the Design Museum, London
 20 October 2023 - 2 June 2024

Design Museum Brussels
 5 April - 14 September 2025

TOUR AVAILABILITY
 from October 2026

SPACE
 approx. 400 square metres (adaptable)

(LEFT)
 Exhibition views, Design Museum Brussels, Belgium

(ABOVE)
 Exhibition view, the Design Museum, London



Material Tales: The Life of Things

CURATOR
Eleanor Watson, former Curator at the Design Museum

EXHIBITION DESIGN
vPPR Architects

GRAPHIC DESIGN
Twelve Design Ltd

VENUES
CAFA Art Museum, Beijing
 17 September - 17 October 2021

Art Museum of Nanjing University of the Arts
 8 - 24 December 2021

Hong Kong Science Museum
 19 May - 18 October 2023

Fundación Vital, Spain
 5 November 2026 - 1 March 2027

TOUR AVAILABILITY
 from 2027

SPACE
 300-500 square metres (adaptable)

(LEFT)
 Exhibition views, CAFA Art Museum, Beijing

(ABOVE)
 Exhibition view, Hong Kong Science Museum

As we face the realities of the Earth's limited resources, designers and users alike are seeking greater clarity around how objects are made, and at what material cost. What materials go into the objects that define our day to day lives? And how might we learn to make better use of these materials in future?

Material Tales is a uniquely poetic exploration of the world of materials, taking visitors on a journey through the origins, uses, and evolution of matter. From their microscopic structure through to the global impact of their use and exploitation, materials are revealed in all of their complexities as they share the incredible stories of their emotional, technical and political lives.

Featuring highlights from the Design Museum Collection, as well as works by leading contemporary designers and a wealth of contextual material, Material Tales aims to provide greater material literacy for visitors of all ages. The exhibition is paired with a full educational pack and a 'Research in Action' element allowing host venues to run a full-day materials workshop.

An expanded version of the exhibition with interactive games and physical interactives has also been created for tour by the Design Museum and Hong Kong Science Museum in collaboration with Globe Creative and is titled **Material Tales: The Art and Science of Things**.

exhibition catalogues





Wes Anderson: The Archives

EDITORS
Johanna Agerman Ross, Chief Curator at the Design Museum

Lucia Savi, Head of Curatorial and Interpretation at the Design Museum

Matthieu Orléan, Artistic Collaborator at Cinémathèque française

PRINT SPECS
 978-1872005843
 270 x 210 mm, portrait
 296pp
 200 B&W + Colour illustrations
 English
 £34.95

GRAPHIC DESIGN
 Carol Montpart Studio

This is the first ever fully authorised book to cover Wes Anderson's 30-year career in film, richly illustrated with photographs of never-before seen notebooks, polaroids and objects from Anderson's archive, including props from *Rushmore*, costumes from *The Life Aquatic with Steve Zissou*, and signage from *The Darjeeling Limited*.

The book features extensive interviews with some of Anderson's long-term collaborators, such as actors Owen Wilson, Scarlett Johansson, Jason Schwartzman and Tilda Swinton; composer Alexandre Desplat, musician Seu Jorge and music supervisor Randall Poster; as well as an extensive interview with Wes Anderson himself, reflecting on his films and working process.

The book also includes essays by leading film writers including Isabel Stevens (*Sight & Sound*), Matthieu Orléan (Cinémathèque française) and Vincent Maluasa (Cahiers de Cinéma) looking at key themes of Anderson's cinematic work; the design and style of Anderson's films are explored in essays by design curators like Glenn Adamson, Johanna Agerman Ross and Lucia Savi.

The book accompanies the first ever retrospective of Wes Anderson's work, an exhibition produced and curated jointly by Cinémathèque française in Paris and the Design Museum in London.



More than Human

EDITOR
Justin McGuirk, Director of Future Observatory

PRINT SPECS
 978-1872005867
 24.5 x 18.5 mm, portrait
 228pp
 150 B&W + Colour illustrations
 English
 £34.95

GRAPHIC DESIGN
 Kellenberger-White

This book brings together a new generation of designers, architects and artists exploring how to reorient their practices for the flourishing of other species.

Design is deeply associated with creating a better way of life – for humans. Yet we exist alongside billions of animals, plants and other living beings. Always putting human needs first has had devastating consequences on landscapes, other species and the climate. What if we fundamentally shifted our perspective? More-than-human design begins by acknowledging our entanglement with the ecosystems that give us life. It challenges us to imagine a world in which human desires no longer take precedence over the rights and needs of living systems.

This book brings together a new generation of designers, architects and artists exploring how to reorient their practices for the flourishing of other species. With contributions by renowned writers and thinkers, including Anna Tsing, Tim Ingold and Daisy Hildyard, it examines what it means to design with and for the living world.



Design Museum Academy

Learning forms a central part of the Design Museum’s ambition to be a global hub for the transformative potential of design. Our Learning Programmes supports the museum’s mission by inspiring and empowering everyone to engage with design and imagine positive change through design. Our programme seeks to nurture creativity, radical thinking, empathy and collaboration, with activities that encourage everyone to develop a passion for design.

We offer a variety of courses and workshops facilitated by design educators and creative professionals, where attendees can explore the breadth of design and learn a new skill. Our portfolio of experiential learning programmes is predicated on reliance, problem-solving and applied creativity, inviting learners to think and act like designers.

(LEFT AND RIGHT)
Design your way to Net Zero, Matthew Kaltenborn



Design-based learning for non-design professionals

Design skills are essential tools to thrive in the contemporary business landscape, from creative problem-solving to optimising a system’s performance. The courses and workshops in this section explore different aspects of design disciplines that can be applied to business scenarios.

Design fundamentals

Thinking like a designer is a skill that can expand the way you work. The courses in this section explore the bases of some design disciplines from a beginner’s perspective, so that participants can expand on skills such as observation and synthesis, as well as visual communication and interaction design.

Digital design workshops

Focusing on the role of digital technology in the design and technology industries, these sessions combine analogue hands-on experiences with an introduction to designing through software. During the sessions, participants will learn to use the software to create a design response to a user brief.

Workshops:

Design your way to Net Zero
Sustainable Design Workshop
Design Challenge Workshop

Format: Online

Workshops:

Design your way to Net Zero
Digital Illustration and Collage
Digital Design Workshop

Format: Online

Workshops:

App Design
Graphic Design
Coding and Narrative Design
3D Character Design

Format: Online



Terms and Conditions

Hire fee, on request, includes:

- Curation and exhibition concept
- Tour management by Design Museum staff
- Exhibits
- Images and films
- Exhibition text in English
- 2D and 3D design concept
- Selected display kit

Costs payable by the venue:

- Hire fee, in instalments
- Exhibition and graphic design adaptation
- Share of transport and crating costs
- Storage of empty crates
- Nail-to-nail insurance
- All costs relating to exhibition production
- Installation and de-installation costs
- Marketing



Contact

To find out more about any of these exhibitions and other tours available from 2026 onwards, please contact:

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designmuseum.org/exhibitions/touring-exhibitions

PICTURE CREDITS

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