



Belfast Design Week 2026

Impact Report

**BELFAST
DESIGN
WEEK**

May 01 - 07

Introduction

Belfast Design Week is an annual multidisciplinary design festival celebrating design in Northern Ireland and beyond. We began BDW in 2015 with our first festival as part of the Year of Irish Design and have since gone on to deliver hundreds of events such as talks, workshops, conferences, pop ups, tours, exhibitions & more.

BDW Aims

-Champion emerging designers (primary audience), giving them visibility, opportunities, and learning.

- Engage the broader design industry and related businesses as collaborators, mentors, and audiences.

- Help the general public understand that design is everywhere and extends far beyond “just visuals”.

- Use design to tell a richer story of Belfast: its places, people, and possibilities—without falling back on clichés.

100+

Emerging Designers Supported

BDW 2026

1st - 7th May

In 2026 from 1st to 7th May 2026 Belfast Design Week returned to Belfast city. To celebrate design in Belfast and to explore the impact of design in our city and community.

Festival Partners included:

- Belfast City Council
- Belfast School of Art
- Craft NI
- Illustrators North
- Queen's University Belfast
- HALT Weavers Cross

With over 5300 event and exhibition attendees

30

Events & Initiatives

75

Festival Partners

5386

Event & Exhibition Attendees

Beneficiaries

A summary of some of the people who benefitted from being involved in Belfast Design Week 2026 events and exhibitions



62

Students given
exhibition opportunities

97

Students benefitted in
total from direct
opportunities



1386

Event Attendees not
incl. exhibition
viewers

BDW26 Social Media

Instagram

6697

Interactions

30133

Accounts Reached

241123

Viewers



LinkedIn

Belfast Design Week reposted this

 **Susann Power** ✓ • 1st
Senior Lecturer / Researcher: Entrepreneurship, Sustainability, Tourism & Ho...
1mo •

Education for Sustainable Development - sounds ominous and not particularly fun. However, [Jenny Jackson-Smyth](#) and I have created a learning method for school children using game design principles to better learn, explore and understand environmental topics. Building on our [Future Island-Island](#) work with Beach Clean 2.0, we have tried and tested fun and creative ways with children to tackle the topic of marine plastics. Join us for the [Belfast Design Week](#) talk on 5th May at Weavers Cross to learn more about it.

- look into how beach cleaning can support environmental learning
- explore how board games provide creative learning tools
- find the fun, adventure and creativity in environmental education

Details in link below with booking like - event is free!
<https://lnkd.in/eNpvAxjq>

 **Designed to Learn: Creating environmental board games with children — Belfast Design Week**
belfastdesignweek.com

 Karishma Kusrkar and 19 others

4 reposts

38,994

Impressions

49

Reposts

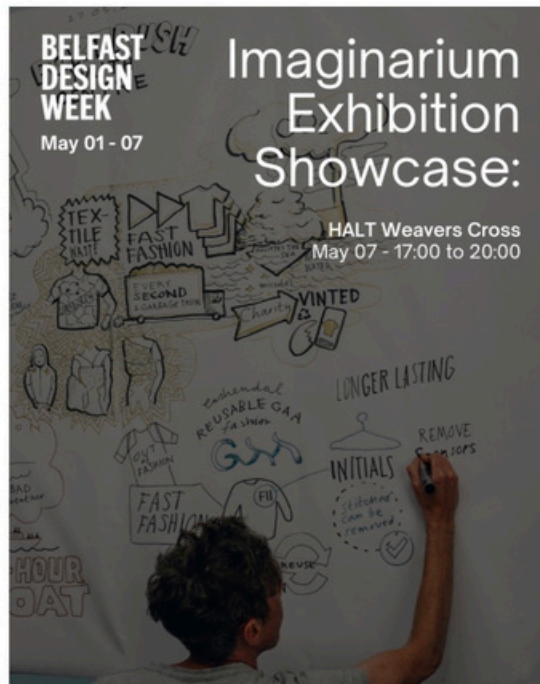
57

Comments

933

Reactions

Newsletter Marketing



The Imaginarium Showcase
17.00 to 20.00, HALT (Weaver's Cross)

The Imaginarium showcases imaginative responses to global challenges from young people across Northern Ireland. The exhibition builds on the successful collaboration of researchers ([Ulster University](#)), educators (Education Authority, youth groups and schools) and designers (The BIG Idea, [Big Motive](#)).

The Imaginarium showcase will feature a digital exhibition, multimedia storytelling and interactive design pieces. Inspired by the presented visions and hopeful stories of young people, visitors will be invited to sit down, start dreaming and leave their own wishes for better futures.

Call into [HALT](#) to see the exhibition - no booking required.

[Find out more](#)

BELFAST Design

How to Be Creative, Brian O'Neill, Web Entrepreneur and
Writer Building Multi Brand Design System, Venkateswaralu

16,007

Newsletters Sent

The background is a blurred photograph of a gallery or exhibition space. Several framed artworks are visible on the walls. One poster at the top left mentions 'Veronica Tighonart' and 'Stage 2: Check'. Another poster on the right features a colorful, abstract pattern. In the foreground, a wooden railing is partially visible. The overall lighting is soft and even.

" Belfast Design Week was a great opportunity for us as students to have a space where we could showcase our work. It was a valuable experience to see our projects be displayed beyond the classroom setting and to celebrate the work we've developed throughout the semester."

Holly Desmond Fujita
CineArch Student Queen's University Belfast

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We thank
you for all
your help
and support
for **Belfast
Design
Week 2026**
and hope we
can work
together in
the future!

For questions of further
information please contact
christine@blickstudios.org

