

Our Autumn News Highlights

How can Digital Provenance Power a Fairer Creative Economy?



In our latest blog, [Professor John Collomosse](#), Director of DECaDE shares his thoughts on the intense public debate surrounding the use of copyright and AI, and how DECaDE, through research on media provenance, has developed tools and standards to solve these issues.

“DECaDE’s longstanding mission has been to design decentralized platforms that support a peer-to-peer digital economy—one where anyone can be a producer or consumer of digital goods and services. It’s not just about protecting creativity and the creative industries, but enabling these to thrive in a world where human and machine imagination increasingly work hand in hand.”

[Read more](#)

DECaDE Excels at ICCV 2025!

We’re excited to share that the DECaDE team continued their remarkable success with an amazing four papers accepted at the [International Conference on Computer Vision \(ICCV 2025\)](#), held in Hawaii on 19th–23rd October.



ICCV is recognised as one of the premier conferences in the field of computer vision, bringing together leading researchers and practitioners from academia, industry, and government to share and discuss the latest breakthroughs and technologies.

Our accepted papers explore cutting-edge research in media provenance and digital watermarking, focusing on change summarisation techniques that can be used to detect and combat fake news.

With an acceptance rate of just 24% — only 2,701 papers accepted out of 11,239 submissions — this achievement highlights the exceptional quality, impact, and innovation of our research.

A huge congratulations to all our authors and collaborators for this outstanding success!

Read our Accepted Papers:

- [CustomMark: Customization of Diffusion Models for Proactive Attribution](#)
- [MultiNeRF: Multiple Watermark Embedding for Neural Radiance Fields](#)
- [TrustMark: Robust Watermarking and Watermark Removal for Arbitrary Resolution Images](#)
- [DiffTell: A High-Quality Dataset for Describing Image Manipulation Changes](#)

DECaDE at ReMeP 2025

Professor [Burkhard Schafer](#), from the University of Edinburgh’s [SCRIPT Centre](#) for IT and IP Law, represented DECaDE as both speaker and co-organiser at the [ReMeP Annual Conference 2025](#), held in Vienna on 2nd October.



This year’s conference focused on “**Digital Sovereignty of Municipalities in Europe**” bringing together leading figures from administration, law, business, and technology to discuss the opportunities and challenges of digital transformation in justice and public administration.

At the conference, the **ReMeP “Law As Code” Hackathon 2025/26** was launched, inviting students and researchers to develop solutions for AI-assisted legal processes and digital governance. Winning teams will present at [IRIS 2026](#), 20-21 Feb 2026.

[Read more](#)

Save the Date: DECaDE Symposium 2026



Join us for the **DECaDE Symposium 2026**, a one-day event celebrating five years of groundbreaking research from the [Centre for the Decentralised Digital Economy](#).

25 March 2026 | 9:00–17:00
The Royal Society, London
Free Event – Open to All

Hear from leading academics and invited speakers sharing the latest insights into media provenance, cyber security, and supply chain innovation within decentralised digital economies.

Don’t miss this opportunity to connect, learn, and explore the next chapter in decentralised research and innovation.

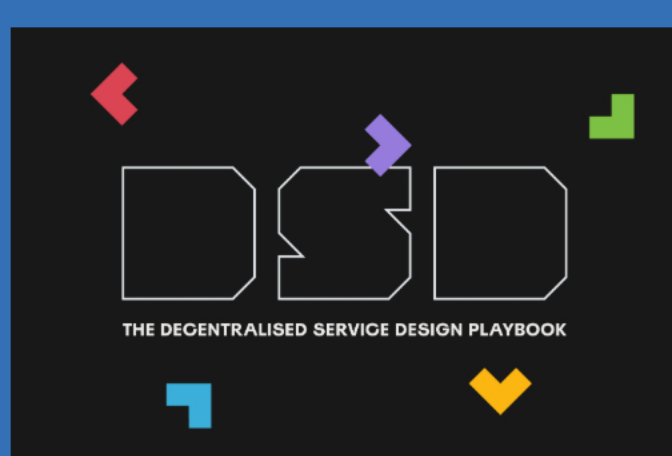
👉 **Please save the date – full programme and registration details coming soon.**

Our latest research

DECaDE researchers are publishing on topics related to decentralised platforms in fields such as creative industries and cross-border supply chain.

Co-Creating the Future of Decentralised Design

The Decentralised Service Design Playbook



At the [Institute for Design Informatics](#) through the DECaDE Centre, we’ve been exploring how people and organisations engage with decentralised digital economies.

Our team has created workshops, experiences, and artefacts that help new audiences understand and shape these technologies. While these methods have been shared widely through academic publications, we’re now focused on making them more accessible and adaptable beyond research contexts.

From Research to Industry Impact

To achieve this, we’re developing the Decentralised Service Design Playbook —a collection of methods and tools designed to support co-creation around decentralised technologies. Each method focuses on specific aspects of distributed ledger technologies (DLTs) and is guided by a novel service design framework developed by our partners at Orange. This framework helps identify the values, opportunities, and ethical considerations that underpin decentralised service ecosystems.

“The Playbook represents a step toward bridging academic insight and industry application— promoting more inclusive, ethical, and innovative engagement with decentralised technologies.”

The Playbook’s strength lies in its adaptability. Our challenge is to craft it in a way that makes it effortless to use— clear in guidance and rich in resources— while also inviting users to experiment, adapt, and innovate.

Our goal is to create an accessible, inclusive resource that supports responsible and reflective innovation.

With support from the ESRC Impact Accelerator Account, and in close collaboration with Orange, we’re now tailoring the design of the Playbook for industry audiences. Together with Digital Catapult and Scottish Enterprise, we’re testing the Playbook through workshops across the supply chain, energy, and finance sectors to ensure the Playbook fits industry requirements. These sessions will help us identify which methods are most valuable, how they can be adapted, and what is needed to promote independent industry adoption.

By Ella Tallyn, Design Informatics

👉 Stay connected with DECaDE to learn more about the Playbook and upcoming opportunities for collaboration.

[Read our latest publications here](#)

