

### ***Arts, Research and High Tech: The interconnected XXI<sup>st</sup> century new world***

High speed and high data transfer, related novel telecom technologies and massive data computing techniques, high level real time processing of the information, simulations (modelling), 3D visualization techniques are common requirements in present and future fundamental and applied research fields and therefore in our day-to-day life.

It requests closer and closer collaboration between research and high tech industry in several areas. It impacts and even revolutionizes more and more our educational and cultural lives. Arts are as usual a reflect of our sensitive perception of how in the new interconnected world, we manage to get somehow used to cope with these new tools and the access to a tsunami-like flow of information they pour on us.

It is organized as a theatre play. The actors are representatives of related high tech, of fundamental and applied research worlds and of the Arts and the interconnection between these 3 pillars of our Society is the theme of this play.

An audio-visual performance by numerical artists will conclude the event.