



*How does evolve an
ecosystem ruled by
simple behavioral rules
?*

DATE 2009

MEDIUM Electronics, computer, screen

SOFTWARE Arduino, AS3

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SYNOPSIS Ecosystem is a projection of an interactive experience. It is an ecosystem simulation, driven by simple artificial intelligence rules. Which factors assure the balance between different skilled organisms? Which factors will influence the hegemony and therefore the detriment of others?

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EXHIBITION *Ubimedia*

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EXHIBITION *Nuit Blanche Amiens*

Centre Culturel Léo Lagrange, Amiens, FRA

