

*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?

27.01.2009

**EXHIBITION** *Ubimedia*

Alcatel-Lucent x Institut Telecom, Paris, FRA

13.10.2012

**EXHIBITION** *Nuit Blanche Amiens*

Centre Culturel Léo Lagrange, Amiens, FRA

