4th-WORKSHOP: "LOGOS IN THE ARTS"

4 -WORKSHOP. LOGOS IN THE ARTS			
TIME	SUBJECT	CONTENT	BY
8:00 to 8:15	A. Introduction;	Aim of the workshop and schedule;	Moderator
8:15 to 8:30		Coffee or Tea	
8:30 to 9:30	B. Knowledge of the participants about the roots of the arts;	The hidden organization of any masterpiece of the arts;	Each Speaker of two groups
9:30 to 10:45	C. Principles of classical and quantum computing;	The principles of classical and quantum computing will be derived from neuropsychological tests; The moderator will lean on the Aztec	
	D. Quantum coherence and de-coherence;	legend of the plumed serpent to explain the passage from quantum coherence to de-coherence;	
	E. Leonardo da Vinci's Nativity and his Fight for the Standard	The Nativity and the Fight for the Standard will be used to highlight the principles of classical and quantum computing;	
10:45 to 11:00	2 nd Pause	Coffee or Tea	
11:00 to 11:30	F. The Epic of Gilgamesh;	The explanation of the first masterpiece of literature will gain strength from the logos heuristics;	Moderator
11:30 to 12:45	G. The Iliad and the Odyssey;	In Homer's two masterpieces, the roles of Hector, Achilles, and Ulysses will emphasize classical computing, quantum computing, and their reciprocal empowerment;	Moderator and assistants
	H. Mona Lisa;	The smile of Mona Lisa will be taken as an example of the union of quantum coherence and decoherence;	
	I. The drawback of the Ten Thousand;	Xenophon's recount of his incursion into the Persian Empire will clarify the passage from coherence to decoherence;	
	J. Hamlet and Macbeth;	The two plays by William Shakespeare will reinforce the idea that quantum de-coherence is the only route to reaching the Third Point;	
	K. Any literary masterpiece suggested by the participants;	The moderator and the participants will work together in using the logos heuristics to interpret a chosen masterpiece of the literature;	
12:45 to 13:00	L. Closing and evaluation	Workshop worthiness	Assistants and Organizing Concern