It may not be surprising that the backbone of modern entertainment is computation. Amusement parks record and process guest activities to make more entertaining visits, movies and videogames consistently push the boundaries of computing hardware and software, and Pandora’s Music Genome project allows listeners to seamlessly explore their musical tastes, from *Eye of the Tiger* to *Cheap Thrills*, given only a single seed song.

This is not a talk about those things.

This is a talk about the weird, wild and not-necessarily-for-profit implementations of computing power in live entertainment, from Cirque du Soleil to basement theaters. We will discuss robotic opera, resurrecting dead philosophers, and a whole host of other creative, innovative challenges posed to programmers in the entertainment industry.

*Lunch will be available for colloquium guests after the talk.*