The Lyceum Movement spawned adult education in America, with public forums that promoted thoughtful conversation and education about the intellectual and ethical questions of 19th-Century society. The Walden Woods Project brings this model into the 21st Century with a public examination of the social and political issues of today—through the words and actions of Henry David Thoreau and his contemporaries. What can we learn from the past about the way forward?

**Event 1: Technology and Society**

**Tuesday, February 9, 2016, 7:00 p.m.**

Kinnicutt Hall (Room 115), Salisbury Labs
Worcester Polytechnic Institute
100 Institute Rd., Worcester, MA

**FREE and Open to the Public**

**PANELISTS:**

**William Powers,** New York Times bestselling author of *Hamlet’s BlackBerry: Building a Good Life in the Digital Age*

**Kristen Case,** Ph.D., Associate Professor of English at University of Maine, Farmington

**Jeffrey S. Cramer,** Curator of Collections, Walden Woods Project’s Thoreau Institute, and editor of numerous books on Thoreau and Emerson

Thoreau was not wholly against the technological advancements of his day. He saw them as potentially useful, until people’s lives became controlled by them. What would Thoreau say about social media and our addiction to our smartphones? Is it possible to simplify, as Thoreau instructs, in a world increasingly dependent on technology? Are there ways that technology can actually bring us closer to nature?

**ARRIVE EARLY**

for a 6:30 preview of the forthcoming video game *Walden, A Game* presented by its designer, *Tracy Fullerton*, Director of the USC Game Innovation Lab

Limited on-street parking is available surrounding the campus. To receive a parking placard that guarantees you on-campus parking in a lot, please pre-register for this event at: [http://thoreautechnology.eventbrite.com](http://thoreautechnology.eventbrite.com).

For questions about the event, email education@walden.org or call 781-259-4721.