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THE NUMBERS OF DIGITALMEET2013....

More than 4000 people involved in 20 events – plus a sequence of school meetings and the final big treasure hunt – who brought 78 testimonials to describe the new digital frontiers along the roads of Veneto, Trentino, Friuli Venezia Giulia and Slovenia from Padua to Venice, from Sezana to Bassano del Grappa, from Trieste to Cittadella, from Vicenza to Rovereto.



SOME OF DM2013 SPEAKERS



Marina Beggio - Sara Bellini - Roberto Berti - Enrico Berto - Dino Bertocco - Luca Bortolami - Andrea Bosso - Cristiano Buffa - Ferdinando Businaro - Marco Camisani Calzolari - Paolo Campagnano - Italo Candoni - Alessandro Casarotti - Antonio Catalani - Giampaolo Chiello - Gianluigi Cogo - Francesco Comotti - Fabio Dal Colle - Pierpaolo Cristofori - Nicola Crivellari - Davide Dattoli - Luca De Pietro - Stefano Dindo - Elena Donazzan - Franco Fabris - Carlo Forcolini - Ruggero Frezza - Cristina Ghiringhello - Andrea Girolami - Fulvio Giuliani - Luca Giuratrabocchetta - Giorgio Gori - Stojan Gorup - Gaetano Grizzanti - Paolo Gubitta - Francesco Inguscio - Alessandro Isaia - Alex Kornfeind - Massimiliano Losego - Massimo Maggio - Giovanni Manildo



Matteo Mille - Sebastiano Missineo - Luca Panzarella - Marco Pegoraro - Anna Maria Pellegrino - Paolo Piacenza - Mirco Piccin - Cesare Pillon - Gianni Potti - Antonio Ramenghi - Ivo Rossi - Daniela Saccá - Roberto Salin - Cristiano Seganfreddo - Massimo Sideri - Mirko Soffia - Fabio Sutto - Stefano Tamiazzo - Elvio Tasso - Silvia Tebaldi - Mauro Tescaro - Silvia Toffolon - Laura Valagussa - Achille Variati - Victor Vassallo - Sandro Vecchiato - Claudio Velasquez - Sandro Venzo - Michele Vianello - Pnina Vortman - Giuseppe Zaccaria - Pier Paolo Zenga - Flavio Zanonato - Giuseppe Zigliotto - Fernando Zilio - Federico Zizola - Marino Zorzato

WHAT



DIGITALmeet is a place of meetings, events and researches strictly related to the digital world, the ICT and the web.

Four days to pacifically occupy the cities – Venetians but not only – with a digital culture that finally is accessible to everybody. A digital world capable of making our lives easier, of developing local companies and contributing on the creation of a new economy.

Further from those meetings where practice is overwhelmed by theory, **DIGITALmeet** wants to change the tack showing how the digital world is capable of "changing our lives and our economy".

DIVULGATION contamination



HOW

DIGITALmeet2014 puts on the table the big issues of the digital world to look for new solutions about territory and enterprises.

The big issues that will enliven the events of 2014 edition are:

- BIG DATA
- INTERNET OF THINGS
- HUMANISTIC MANAGEMENT
- TOURISM
- DIGITAL MANUFACTURE
- DIGITAL SUSTAINABILITY

tourism culture
DIGITAL
MANUFACTURE



WHY

Talking about the digital world is not enough!

The purpose of **DIGITALmeet** is to spread the digital culture and to compare new ideas, new philosophies, new people to enrich their culture, their knowledge and their connections.

Other important purposes are to help **enterprises** improving their own organisational set-up and broadening their commercial horizons; **new generations** to find their own spaces in order to share and improve new knowledges; **local areas and communities** to make themselves efficient in a sustainable way.

experiences SUCCESSFUL CASES new ideas





Old routes are no longer existing, we need new ones.

A way to do this is to break the old territorial logic, connecting again the pieces of the "historical" Northeast with **other places**, more or less close to it, but that can be **assimilated** to territorial structure, entrepreneurial network, diffusion of scientific and technological research, grade of implementation of new technologies.

According to this basic idea, **DIGITALmeet** spreads its events within **Veneto**, **Trentino**, **Friuli Venezia Giulia**, **Austria/Carinzia**, **Slovenia**, **Croatia**.

Many places but only one tale...

NEW COORDINATES one tale



FORMAT

One of the purposes of the appointments of **DIGITALmeet** is to support the union between two worlds that seems to be parallel, the real and the digital world: in fact, so often, this union is the consequence of a compromise that opts for the characteristics of one world renouncing to the other.



Talk conferences
CONTEST
Workshop laboratories



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