(James Arthur \neq a mathematician) \land other lies \leftrightarrow A storyline of an actual mathematician brought to life

James Arthur Mathematics brings this year a view into the unknown, a mathematician's life and the lesser-known life of a mathematician. Presenting history is interesting, but adding a personal touch is better. Join James as they find themselves walking off stage as Othello and realise that something is wrong; something is different. They realise the world around them is entirely not what it should be for an actor; it's a world filled with Equations, Theorems and Lemmas. The idols of the people around them are not their own – James looks up to Navier, Noether and de Cunha, not de Caprio. James isn't like other actors.

This show is a comedy show but based on storytelling. It tells the trials and tribulations of a young mathematician, all the completely outlandish stories that they learn growing up, and how they lead to a fully formed actor—it is a look back to stories of the past and links to how they have influenced James' life. There will be stupid props, silly characters, and even worse accents.

James Arthur has been a mathematical communicator for the past five years and a comedian for the last year; their passion lies in bringing mathematics to the public in the most unexpected places.

Edinburgh Fringe 2024 Reviews:

"many, well-executed comedic moments, including audience interaction. [...] I went away pleasantly surprised and with a hunger to learn more about maths."

"I had an amazing time, everyone should see it ... hopefully next time it'll be at a more reasonable time than an actual maths lecture"

"Very funny and surprisingly informative! Maths made approachable and very entertaining."

Listings information Venue: The Caroline of Brunswick Dates: 24-26 May 2025 Time: 14:00 (1hr00) Ticket prices: (PWYW) \pounds min{ $x: \cos x = x$ } / concessions $\pounds \pi$ 16+ ***

For more information, photos, interviews, or media, contact James Arthur on 07853953324 or email press@jamesa.xyz