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International Computational Creativity Conference



Computational Creativity is the art, science, philosophy and engineering of computational systems which, by taking on particular responsibilities, exhibit behaviours that unbiased observers would deem to be creative. As a field of research, this area is thriving, with progress in formalising what it means for software to be creative, along with many exciting and valuable applications of creative software in the sciences, the arts, literature,

gaming and elsewhere.

The ICCC conference series organized by The Association for Computational Creativity since 2010 is the only scientific conference that focuses on computational creativity alone and also covers all aspects of it.

— <http://computationalcreativity.net>

[Bibliography](#) [Books](#) [Journals](#)

ICCC 2015

ICCC 2015 took place June 29 – July 2 in Park City, Utah, USA, on historic Main Street at the Treasure Mountain Inn. The conference was a great success, with 41 excellent contributed talks, a keynote, and a lot more!

Program: http://computationalcreativity.net/iccc2015/?page_id=154

— <http://computationalcreativity.net/iccc2015/>

Procceedings

The full proceedings of the ICCC 2015 conference are available for download as a single pdf file (~100M):

http://axon.cs.byu.edu/ICCC2015proceedings/ICCC2015_proceedings.pdf

Video recordings

Day 1



<https://www.youtube.com/watch?v=ZT-bUTYwpao>

Session 1: Creative Autonomy

- **The man behind the curtain: Overcoming skepticism about creative computers** (PDF), Martin Mumford and Dan Ventura
- **Generating Code For Expressing Simple Preferences: Moving On From Hardcoding And Randomness** (PDF), Michael Cook and Simon Colton
- **Attributing Creative Agency: Are we doing it right?** (PDF), Oliver Bown

Session 2: Evaluation in the Arts

- **Using Human Computation to Acquire Novel Methods for Addressing Visual Analogy Problems on Intelligence Tests** (PDF), David Joyner, Darren Bedwell, Chris Graham, Warren Lemmon, Oscar Martinez and Ashok K. Goel
- **Accounting for Bias in the Evaluation of Creative Computational Systems: An Assessment of DARCI** (PDF), David Norton, Derrall Heath and Dan Ventura
- **Quantifying Creativity in Art Networks** (PDF), Ahmed Elgammal and Babak Saleh

Session 3: Creative Mechanisms (Chair: Oliver Bown)

- **Is Biologically Inspired Invention Different?** (PDF), Ashok K. Goel
- **The role of blending in mathematical invention** (PDF), Felix Bou, Marco Schorlemmer, Joe Corneli, Danny Gomez Ramirez, Ewen Maclean, Alan Smaill and Alison Pease
- **Unweaving The Lexical Rainbow: Grounding Linguistic Creativity in Perceptual Semantics** (PDF), Tony Veale and Khalid Alnajjar

Session 4: Language

- **FIGURE8: A Novel System for Generating and Evaluating Figurative Language** (PDF), Sarah Harmon
- **Game of Tropes: Exploring the Placebo Effect in Computational Creativity** (PDF), Tony Veale
- **OMG UR Funny! Computer-Aided Humor with an Application to Chat** (PDF), Miaomiao Wen, Nancy Baym, Omer Tamuz, Jaime Teevan, Susan Dumais and Adam Kalai

Day 2



<https://www.youtube.com/watch?v=jqQNCik4XCA>

Session 5: Evaluation of Creativity

- **A Semantic Map for Evaluating Creativity** (PDF), Frank van der Velde, Roger A. Wolf, Martin Schmettow and Deniece S. Nazareth
- **Human Competence in Creativity Evaluation** (PDF), Carolyn Lamb, Daniel G. Brown and

Charles Clarke

- **Measuring cultural value using social network analysis: a case study on valuing electronic musicians** ([PDF](#)), Anna Jordanous, Daniel Allington and Byron Dueck
- **Conceptualizing Creativity: From Distributional Semantics to Conceptual Spaces** ([PDF](#)), Kat Agres, Stephen McGregor, Matthew Purver and Geraint Wiggins

Session 6: Musical Interaction

- **Player Responses to a Live Algorithm: Conceptualising computational creativity without recourse to human comparisons?** ([PDF](#)), Oliver Bown
- **Collaborative Composition with Creative Systems: Reflections on the First Musebot Ensemble** ([PDF](#)), Arne Eigenfeldt, Oliver Bown and Benjamin Casey
- **Generative Music for Live Musicians: An Unnatural Selection** ([PDF](#)), Arne Eigenfeldt

Session 7: Conceptual Blending

- **Generalize and Blend: Concept Blending Based on Generalization, Analogy, and Amalgams** ([PDF](#)), Tarek R. Besold and Enric Plaza
- **Vismantic: Meaning-making with Images** ([PDF](#)), Ping Xiao and Simo Linkola
- **The Good, the Bad, and the AHA! Blends** ([PDF](#)), Pedro Martins, Tanja Urbancic, Senja Pollak, Nada Lavrac and Amílcar Cardoso
- **Using Argumentation to Evaluate Concept Blends in Combinatorial Creativity** ([PDF](#)), Roberto Confalonieri, Joe Corneli, Alison Pease, Enric Plaza and Marco Schorlemmer

Day 3



<https://www.youtube.com/watch?v=I1XdzGXAYYA>

<https://www.youtube.com/watch?v=BDUEQbrmGJU>

Keynote (Chair: Michael Cook)

Machine Improvisation on a Human-Authored Script: Beyond Versu ([Abstract](#)), Emily Short

Session 8: Visual Arts

- **Visual Information Vases: Towards a Framework for Transmedia Creative Inspiration** ([PDF](#)), Britton Horn, Gillian Smith, Rania Masri and Janos Stone
- **The Painting Fool Sees! New Projects with the Automated Painter** ([PDF](#)), Simon Colton, Jakob Halskov, Dan Ventura, Ian Gouldstone, Michael Cook and Blanca Perez-Ferrer

Session 9: Games, Music and Cocktails

- **Make Something That Makes Something: A Report On The First Procedural Generation Jam** ([PDF](#)), Michael Cook
- **SMUG: Scientific Music Generator** ([PDF](#)), Marco Scirea, Gabriella A. B. Barros, Noor Shaker and Julian Togelius
- **Generative Mixology: An Engine for Creating Cocktails** ([PDF](#)), Johnathan Pagnutti and Jim Whitehead

Session 10: Creativity Support

- **Stimulating and Simulating Creativity with Dr Inventor** ([PDF](#)), Diarmuid O'Donoghue, Yalemisew Abgaz, Donny Hurley, Francesco Ronzano and Horacio Saggion
- **Casual Creators** ([PDF](#)), Kate Compton and Michael Mateas
- **Interaction-based Authoring for Scalable Co-creative Agents** ([PDF](#)), Mikhail Jacob and Brian Magerko

Session 11: Imagination and Curiosity

- **Imagining Imagination: A Computational Framework Using Associative Memory Models and Vector Space Models** ([PDF](#)), Derrall Heath, Aaron Dennis and Dan Ventura
- **Preconceptual Creativity** ([PDF](#)), Tapio Takala
- **Specific curiosity as a cause and consequence of transformational creativity** ([PDF](#)), Kazjon Grace and Mary Lou Maher

Session 12: Short Talks (Chair: Michael Mateas) [note: these abstracts are not part of the peer-reviewed, formal proceedings]

- **Learning large scale musical form to enable creativity** ([PDF](#)), Francis Screene and Geraint A. Wiggins
- **Improved meaning in poetry using statistical methods** ([PDF](#)), Max Droog-Hayes and Geraint A. Wiggins
- **A computational model of communication for automatically generating narratives** ([PDF](#)), Ivan Guerrero Roman and Rafael Perez y Perez
- **Toward a Context Sensitive Music Generator for Affective State Expression** ([PDF](#)), Marco Scirea, Julian Togelius, Peter Eklund

Day 4



https://www.youtube.com/watch?v=KNBR_rQQcTM

Session 13: Co-creativity

- **Computational Poetry Workshop: Making Sense of Work in Progress** ([PDF](#)), Joseph Corneli, Anna Jordanous, Rosie Shepperd, Maria Teresa Llano, Joanna Misztal, Simon Colton and Christian Guckelsberger
- **Interaction Evaluation for Human-Computer Co-creativity: A Case Study** ([PDF](#)), Anna Kantosalo, Jukka M. Toivanen and Hannu Toivonen
- **Impact of a Creativity Support Tool on Student Learning about Scientific Discovery Process** ([PDF](#)), Ashok K. Goel and David A. Joyner
- **Intentionally Generating Choices in Interactive Narratives** ([PDF](#)), Michael Mateas, Peter Mawhorter and Noah Wardrip-Fruin

Session 14: Language (Chair: Frank van der Velde)

- **“In reality there are as many religions as there are papers” -- First Steps Towards the Generation of Internet Memes** ([PDF](#)), Diogo Costa, Hugo Gonalo Oliveira and Alexandre Miguel Pinto

- **A chart generation system for topical metrical poetry** ([PDF](#)), Berty Chrismartin Lumban Tobing and Ruli Manurung
- **TheRiddlerBot: A next step on the ladder towards creative Twitter bots** ([PDF](#)), Ivan Guerrero, Ben Verhoeven, Francesco Barbieri, Pedro Martins and Rafael Perez Y Perez

ICCC 2016

ICCC 2016 will take place in Paris.

<http://www.computationalcreativity.net/iccc2016/>

Más información

[The Art of Computational Creativity](#). An edited transcript of a panel discussion on “Computational Creativity and the Arts” from the Fifth International Conference on Computational Creativity serves as the prompt to a discussion of meta-level issues in the field of computational creativity.

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