



**Proceedings of the Third International Conference on
Computational Creativity**

edited by
Mary Lou Maher, Kristian Hammond, Alison Pease, Rafael Pérez y Pérez, Dan Ventura and
Geraint Wiggins

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About the logo: this year's conference logo references three aspects of Irish history and culture: The golden traces on the circuit board spell "ICCC" in Ogham, an Old Irish alphabet. The upper-right corner includes a Celtic knot, the three points of which emphasize the third meeting of the ICC. The color palette of green, white, and gold echoes the Irish tricolor.

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Preface

The Third International Conference on Computational Creativity 2012 represents a growth and maturity of a conference series that builds on a series of workshops held over ten years and the first two international conferences: the first held in Portugal in 2010 and the second held in Mexico in 2011. The purpose of this conference series is to make a scientific contribution to the field of computational creativity through discussion and publication on progress in fully autonomous creative systems, modeling human and computational creativity, computational support for human creativity, simulating creativity, and human/machine interaction in creative endeavors. Contributions come from many relevant disciplines, including computer science, artificial intelligence, engineering design, cognitive science, psychology, and art.

This year the conference received 59 paper submissions and 11 demonstration submissions. The peer review process for paper submissions has two steps: All paper submissions were reviewed by three members of the Program Committee and these reviews were further reviewed and compared by the Senior Program Committee. All demonstration submissions were reviewed by the Senior Program Committee. The committees accepted 34 papers from authors representing 18 countries: Australia, Austria, Canada, Finland, Germany, India, Indonesia, Ireland, Israel, Italy, Japan, Mexico, Poland, Singapore, Slovenia, Spain, UK, and USA.

In order to provide a snapshot of current progress in computational creativity and a glimpse of next steps, the conference invites and encourages two kinds of paper submissions: regular papers addressing foundational issues, describing original research on creative systems development and modeling, and position papers describing work-in-progress or research directions for computational creativity. The conference includes a balance of the two: 18 regular papers and 16 position papers. As in previous years, the conference also includes demonstrations in which conference attendees can play with specific implementations of computational creativity. The conference is organized into sessions that reflect the topics of interest this year: analogy and conceptual blending, creativity and search, generative systems, evaluating computational creativity, cognition and creativity, and language and creativity.

The collection of papers in this conference proceedings shows a maturity in the field through new examples of computational creativity and theoretical advances in understanding generative systems and evaluation of computational creativity. The conference series demonstrates success as we see publications that build on the advances of previous years through references to papers published in this conference series. We look forward to this publication providing the foundation for future developments in computational creativity.

Mary Lou, Kris, Alison, Rafael, Dan and Geraint

May 2012

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Texas A&M University

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* PP = Position Papers

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