International Conference on Computational Creativity (ICCC) 2013 Program[1]

•••••••••• Tuesday June 11 ••••••••••

20:00   **Informal Gathering** at The Duck Inn (Rose St, Chippendale)

•••••••••• Wednesday June 12 ••••••••••

8:30–9:00 *Registration*
9:00–9:30 **ICCC 2013 Conference Opening**

9:30–11:00 **Session 1 Metaphor in Computational Creativity**
         Chair: Roger Dean

> 9:30–10:00 *Computationally Created Soundscapes with Audio Metaphor*, Miles Thorogood and Philippe Pasquier

> 10:00–10:30 *Generating Apt Metaphor Ideas for Pictorial Advertising*, Ping Xiao and Josep Blat

> 10:30–11:00 *Once More, With Feeling! Using Creative Affective Metaphors to Express Information Needs*, Tony Veale

11:00–11:30 *Morning coffee*

11:30–13:00 **Session 2 Creativity via Computational Evolution**
         Chair: Oliver Bown

> 11:30–12:00 *Evolving Figurative Images Using Expression–Based Evolutionary Art*, João Correia, Penousal Machado, Juan Romero and Adrian Carballal

> 12:00–12:30 *Fitness Functions for Ant Colony Paintings*, Penousal Machado and Hugo Amaro

> 12:30–13:00 *Adaptation of an Autonomous Creative Evolutionary System for Real–World Design Application Based on Creative Cognition*, Steve Dipaola, Kristin Carlson, Graeme McCaig, Sara Salevati and Nathan Sorenson

13:00–14:00 *Lunch*

14:00–15:00 **Keynote Speaker: Arne Dietrich, *The Mechanics of Thought Trials***
         Chair: Rob Saunders

15:00–15:45 **Demonstrations Introductions**
         Chair: Mary Lou Maher

> 15:00–15:05 *An Artificial Intelligence System to Mediate the Creation of Sound and Light Environments*, Claudio Benghi and Gloria Ronchi

> 15:05–15:10 *Controlling Interactive Music Performance (CIM),* Andrew Brown, Toby Gifford and Bradley Voltz

> 15:10–15:15 *A Flowcharting System for Computational Creativity*, Simon Colton and John Charnley

> 15:15–15:20 *A Rogue Dream: Web-Driven Theme Generation for Games*, Michael Cook

> 15:20–15:25 *A Puzzling Present: Code Modification for Game Mechanic Design*, Michael Cook and Simon Colton

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[1] Regular Papers are presented in 20 minutes with 10 minutes for questions. Position Papers are presented in 10 minutes with 5 minutes for questions.

15:25–15:30 *A meta-pianist serial music comproviser*, Roger T. Dean

15:30–15:35 *assimilate - collaborative narrative construction*, Damian Hills

15:35–15:40 *Breeding on site*, Tatsuo Unemi

15:40–15:45 *A Fully Automatic Evolutionary Art*, Tatsuo Unemi

15:45–17:30 **Demo Session + Social**

•••••••••• **Thursday June 13** ••••••••••

8:30–9:00 *Registration*

9:00–10:30 **Session 3 Creative Processes**
Chair: Arne Eigenfeldt

9:00–9:30 *A Computational Model of Analogical Reasoning in Dementia Care*, Konstantinos Zachos and Neil Maiden

9:30–10:00 *Transforming Exploratory Creativity with DeLeNoX*, Antonios Liapis, Héctor P. Martínez, Julian Togelius and Georgios N. Yannakakis

10:00–10:30 *A Discussion on Serendipity in Creative Systems*, Alison Pease, Simon Colton, Ramin Ramezani, John Charnley and Kate Reed

10:30–11:00 *Morning Coffee*

11:00–12:30 **Session 4 Music**
Chair: Rafael Perez y Perez

11:00–11:30 *Considering Vertical and Horizontal Context in Corpus–based Generative Electronic Dance Music*, Arne Eigenfeldt and Philippe Pasquier

11:30–12:00 *Harmonising Melodies: Why Do We Add the Bass Line First?, Raymond Whorley*, Christophe Rhodes,Geraint Wiggins and Marcus Pearce

12:00–12:15 *Automatical Composition of Lyrical Songs*, Jukka M. Toivanen, Hannu Toivonen and Alessandro Valitutti

12:15–12:30 *Implications from Music Generation for Music Appreciation*, Amy K. Hoover, Paul A. Szerlip and Kenneth O. Stanley

12:30–14:00 *Lunch*

14:00–15:00 **Session 5 Visual Art**
Chair: Alison Pease

14:00–14:30 *Autonomously Communicating Conceptual Knowledge Through Visual Art*, Derrall Heath, David Norton and Dan Ventura

14:30–15:00 *A Computer Model for the Generation of Visual Compositions*, Rafael Perez Y Perez, Maria Gonzalez de Cossio and Ivan Guerrero

15:00–15:30 **Session 6 Computational Processes for Creativity**
Chair: Amilcar Cardoso

15:00–15:15 *Learning How to Reinterpret Creative Problems*, Kazjon Grace, John Gero and Rob Saunders

15:15–15:30 *Computational Creativity in Naturalistic Decision–Making*, Magnus Jändel

15:30–16:00 *Afternoon tea*

16:00–17:45 **Session 7 Evaluating Computational Creativity**
Chair: Ricardo Sosa

16:00–16:30 *Nobody's A Critic: On The Evaluation Of Creative Code Generators —A Case Study In Video Game Design*, Michael Cook, Simon Colton and Jeremy Gow

16:30–17:00 *A Model for Evaluating Interestingness in a Computer–Generated Plot*, Rafael Perez Y Perez and Otoniel Ortiz

17:00–17:30 *A Model of Heteroassociative Memory: Deciphering Surprising Features and Locations*, Shashank Bhatia and Stephan Chalup

17:30–17:45 *Computational Models of Surprise as a Mechanism for Evaluating Creative Design*, Mary Lou Maher, Douglas Fisher and Kate Brady

18:30 **Conference Dinner**

••••••••• Friday June 14 •••••••••

8:30–9:00 *Registration*

9:00–10:00 **Session 9 Poetry**
Chair: Fox Harrell

9:00–9:30 *Less Rhyme, More Reason: Knowledge–based Poetry Generation with Feeling, Insight and Wit*, Tony Veale

9:30–10:00 *Harnessing Constraint Programming for Poetry Composition*, Jukka M. Toivanen, Matti Järvisalo and Hannu Toivonen

10:00–11:15 **Session 10 Narrative**
Chair: Geraint Wiggins

10:00–10:30 *Slant: A Blackboard System to Generate Plot, Figuration, and Narrative Discourse Aspects of Stories*, Nick Montfort, Rafael Pérez Y Pérez, D. Fox Harrell and Andrew Campana

10:30–11:00 *Using Theory Formation Techniques for the Invention of Fictional Concepts*, Flaminia Cavallo, Alison Pease, Jeremy Gow and Simon Colton

11:00–11:15 *e-Motion: A System for the Development of Creative Animatics*, Santiago Negrete-Yankelevich and Nora Morales-Zaragoza

11:15–11:45 *Morning coffee*

11:45–12:30 **Session 11 Collective and Social Creativity**
Chair: Tony Veale

11:45–12:00 *An Emerging Computational Model of Flow Spaces in Social Creativity and Learning*, Shiona Webster, Konstantinos Zachos and Neil Maiden

12:00–12:15 *Idea in a Bottle—A New Method for Creativity in Open Innovation*, Matthias R. Guertler, Christopher Muenzberg and Udo Lindemann

12:15–12:30 *Multilevel Computational Creativity*, Ricardo Sosa and John Gero

12:30–14:00 *Lunch* (Working lunch for Steering Committee)

14:00–14:45 **Session 12 Embodied Creativity**
Chair: John Gero

14:00–14:15 *Human–Robot Interaction with Embodied Creative Systems*, Rob Saunders, Emma Chee and Petra Gemeinboeck

14:15–14:30 *The Role of Motion Dynamics in Abstract Painting*, Alexander Schubert and Katja Mombaur

14:30–14:45 *Creative Machine Performance: Computational Creativity and Robotic Art*, Petra Gemeinboeck and Rob Saunders

14:45–15:30 **Panel Discussion: Emerging Topics in Computational Creativity**
    Chair: Mary Lou Maher

15:30–16:00 *Afternoon tea*

16:00–17:00 **Closing: Computational Creativity Conferences, Networks, Funding**
    Chair: Tony Veale

18:30 *Informal Dinner Groups*