



5th International Conference on
Computational Creativity

Ljubljana, Slovenia, June 10 -13, 2014

the association for
computational
creativity

<http://computationalcreativity.net/iccc2014/>

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Call for papers

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. Original contributions are solicited in all areas related to Computational Creativity research and practice, including, but not limited to:

- * Metrics, frameworks, formalisms and methodologies for the evaluation of creativity in computational systems, and for the evaluation of how systems are perceived in society.
- * Perspectives on computational creativity which draw from philosophical, cognitive, psychological and/or sociological studies of human behaviour put into a context of creative intelligent systems.
- * Development and assessment of computational creativity-support tools, where the software ultimately takes on some creative responsibility in projects.
- * Creativity-oriented computing in learning, teaching, and other aspects of education.
- * Innovation, improvisation, virtuosity and related pursuits investigating the production of novel experiences and artefacts within a computational framework.
- * Computational accounts of factors that enhance creativity, including emotion, surprise (unexpectedness), reflection, conflict, diversity, motivation, knowledge, intuition, reward structures, and technologies.
- * Computational models of social aspects of creativity, including the relationship between individual and social creativity, diffusion of ideas, collaboration and creativity, formation of creative teams, and creativity in social settings.
- * Computational creativity in the cloud, including how web services can be used to foster unexpected creative behaviour in computational systems.
- * Specific computational applications that address creativity in music, language, narrative, poetry, games, visual arts, graphic design, architecture, entertainment, education, mathematical invention, scientific discovery, programming and/or design.

Important dates

Submissions:	January 31, 2014
Author notification:	March 15, 2014
Final submissions:	April 15, 2014
Early registration deadline:	April 30, 2014
Conference:	June 10 - 13, 2014

Organization

General Chair: Dan Ventura, Brigham Young University
Programme Chair: Simon Colton, Goldsmiths College, University of London
Local Chairs: Nada Lavrac and Tina Anzic, Jozef Stefan Institute
Publicity Chair: Michael Cook, Goldsmiths College, University of London

Location

Ljubljana is just a short car-ride from Venice (2 hrs), Vienna (3 hrs), and Munich (4 hrs). Direct flights to Ljubljana airport leave from Vienna, Munich, Frankfurt, Amsterdam, Brussels, Moscow, Zurich, London and Paris. In addition there are some cheap flights available from London and Brussels.



More information at
<http://computationalcreativity.net/iccc2014/>