
CALL FOR PAPERS
5th INTERNATIONAL JOINT WORKSHOP ON COMPUTATIONAL CREATIVITY

Facultad de Informática, Universidad Complutense de Madrid
Madrid, Spain, 17-19 September 2008

website: <http://www.fdi.ucm.es/cc2008/>

The Program Committee of the 5th International Joint Workshop on Computational Creativity invites submissions of technical and position papers.

The workshop will be held at Facultad de Informática, Universidad Complutense de Madrid, Madrid, Spain, on 17-19 September 2008.

Workshop Objectives

The aim of the workshop is to facilitate exchange of ideas on the topic of computational creativity. It will bring together people from AI, Cognitive Science and related areas such as Psychology, Philosophy and the Arts who research questions related to the notion of creativity with respect to computers. The workshop will address issues such as how we assess creativity in computers, how computers can model creative thought, how computers can be used to enhance human creativity, and how we can implement creative software systems. The workshop will include papers on the many and various aspects of computational creativity, and will showcase the applications of computational creativity to the sciences, creative industries and arts. The workshop will provide a forum for identifying trends and opportunities for research on creativity and promising practices concerning the development of creative systems. In addition, there will be a "show and tell" session, which will be devoted to demonstrations of systems exhibiting behaviour which would be deemed creative in humans.

Information about the "show and tell" session is published on the conference website.

Topics

Original contributions are solicited in all areas related to Creative Systems, including but not limited to:

- Computational models of creativity.
- Cognitive models of creativity.
- Metrics, frameworks and formalizations for the evaluation of creativity in computational systems.
- Computational tools for supporting creativity.
- Specific applications to music, language and the arts, to architecture and design, to scientific discovery, to education and to entertainment.
- Philosophical discussions of computational creativity.
- Detailed system descriptions of creative systems, including engineering difficulties faced, example sessions and artefacts produced, and applications of the system.

Important Dates

April 18, 2008 Submission deadline

May 23, 2008 Authors' Notification

June 27, 2008 Deadline for final camera-ready copies

Submission Requirements

Two categories of submissions are welcome: full papers and short papers.

Full papers must be no longer than 8 pages in length, and are expected to address foundational issues and research proposals and reports, or to describe in detail current research on creative systems development and modelling.

Short papers must be no longer than 4 pages and are expected to describe ongoing work.

All submissions will be reviewed in terms of quality, impact and relevance to the area of computational creativity.

All papers **MUST** be submitted in Springer LNCS format, which is the format required for the final camera ready copy. Authors instructions along with LaTeX and Word macro files are available on the web at <http://www.springer.de/comp/lncs/authors.html>.

Contributions will be subject to anonymous, blind peer review: reviewers will not be aware of the identities of the authors. This requires that authors exercise some care not to identify themselves in their contributions. Authors will receive feedback in the form of reviewers' comments.

All Submissions will be made by electronic means. Detailed instructions about the submission procedure will be available on the workshop web site.

Publication

Workshop proceedings will be published in book form with ISBN number by a local publishing house.

Previous events

This workshop is the second completely autonomous edition of the series of International Joint Workshops on Computational Creativity that were held in association with other major events:

- IJWCC 2004, Madrid, Spain, ECCBR'2004
- IJWCC 2005, Edinburgh, UK, IJCAI'2005
- IJWCC 2006, Riva del Garda, Italy, ECAI'2006
- IJWCC 2007, London, UK (first stand alone event)

This joint series results from two previous streams of events that have, since 1997, solidified and added rigour to the computational treatment of creative processes. These events have been symposia and workshops associated with AISB 99, AISB 00, ICCBR 01, AISB 01, ECAI 02, AISB 02, IJCAI 03, AISB 03 and LREC 04.

Workshop Chairs

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