5th Internation Joint Workshop on Computational Creativity

Madrid, 17-19 September, 2008

Facultad de Informática, Universidad Complutense de Madrid

WEDNESDAY, 17	
9:30-10:30	Registration
10:30 – 11:00	Welcome
11:00 – 11:30	Coffee-break
11:30 – 13:00	Paper session 1 (theory of creativity) - 20 minutes for the presentation, 8 minutes for discussion ● Developing Creativity: Artificial Barriers in Artificial Intelligence (Kyle Jennings) ● A Reductio Ad Absurdum Experiment in Sufficiency for Evaluating (Computational) Creative Systems (Dan Ventura) ● Computational Intelligence and Case-based Creativity in Design (William Byrne, Thorsten Schnier and Bob Hendley)
13:00 – 14:30	Lunch
14:30 – 16:00	Short Paper Session - 15 minutes for the presentation, 5 minutes for discussion ● A Computer Model for Novel Arrangements of Furniture (Alfredo Aguilar, Diego Hernández, María de Lourdes Zambrano, Mireille Rojas and Rafael Pérez y Pérez) ● Uninformed resource creation for humour simulation (Graeme Ritchie) ● What Happens Next?: Toward an Empirical Investigation of Improv Theatre (Brian Magerko and Mark O. Riedl)
16:00 – 16:30	Coffee-break
16:30 – 18:00	Paper Session 2 (techniques to get creativity) - 20 minutes for the presentation, 8 minutes for discussion ● Analogy as Exploration (Chris Thornton) ● A Computational Model for Constructing Novel Associations (Kazjon Grace, Rob Saunders and John Gero) ● Slip-Sliding Along in Linguistic Creativity: Building A Fluid Space for Connecting Disparate Ideas (Tony Veale and Yanfen Hao)
20:00	Tapas bar crawl in old Madrid (optional)

	THRUSDAY, 18
9:30 – 11:00	Paper session 3 (storytelling) - 20 minutes for the presentation, 8 minutes for discussion ● Integrating a Plot Generator and an Automatic Narrator to Create and Tell Stories (Nick Montfort and Rafael Pérez y Pérez) ● Creative Storytelling Based on Exploration and Transformation of Constraint Rules (Carlos León and Pablo Gervás) ● Vignette-Based Story Planning: Creativity Through Exploration and Retrieval (Mark O. Riedl)
11:00 – 11:30	Coffee-break
11:30 – 13:00	Paper Session 4 (music) - 20 minutes for the presentation, 8 minutes for discussion ● A Computer Model for the Generation of Monophonic Musical Melodies (Juan Alvarado and Rafael Pérez y Pérez) ● Automatic Composition of Themed Mood Pieces (Heather Chan and Dan Ventura) ● Musical Creativity on the Conceptual Level (Jamie Forth, Alex McLean and Geraint Wiggins)
13:00 – 14:30	Lunch
14:30 – 16:00	Show and Tell
16:00 – 16:30	Coffee-break
16:30 – 18:00	Steering Committee meeting
21:00	Workshop Dinner

	FRIDAY, 19
10:00 – 11:30	Paper session 5 (platforms and experimental frameworks) - 20 minutes for the presentation, 8 minutes for discussion ● A Framework for Building Creative Objects From Heterogeneous Generation Systems (Carlos León, Jorge Carrillo de Albornoz and Pablo Gervás) ● Experiments in Constraint-Based Automated Scene Generation (Simon Colton) ● Computing Makes the "Man": Programmer Creativity and the Platform Technology of the Atari Video Computer System (Ian Bogost and Nick Montfort)
11:30 – 12:00	Coffee-break
12:00 – 13:00	Workshop Close
13:00 – 14:30	Lunch