International Conference on Computational Creativity (ICCC) 2013

Program

******* 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 ICC 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

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

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. Martinez, 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

12:30–14:00 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

10:00–10:30 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)

14:00–14:15 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