

A One-Day Show, Tell and Imagine Workshop on Computational Creativity

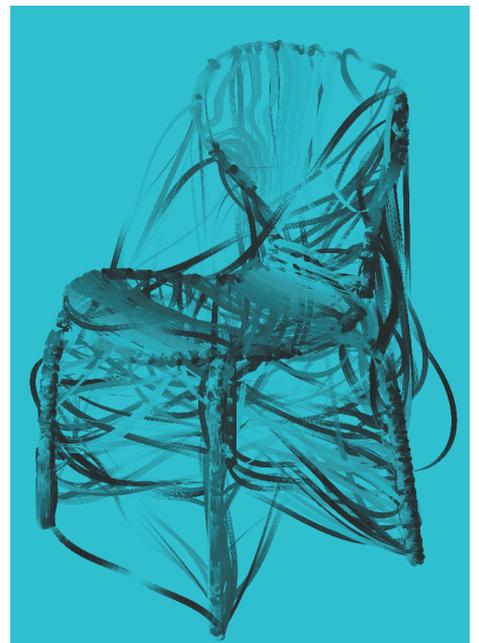
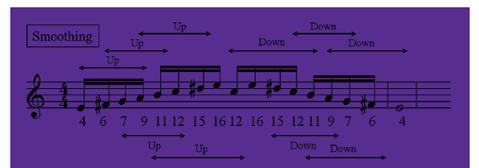
Queen Mary, University of London, 9th April 2015

In Computational Creativity research, we study how to engineer software which can take on some of the creative responsibilities in arts and science projects. The European Commission recently made available €10m for four projects in this field which cover mathematics, music, language and ideation as application domains. The four project teams will be assembling in London for an extravaganza of Computational Creativity research in early April. We would like you to be involved.

You are warmly invited to a 1-day show, tell and imagine workshop at Queen Mary, University of London, on 9th May. We will show you the cutting edge software we're developing in Computational Creativity research, tell you all about it and listen to you about relevant issues in your sector/business. Then we can imagine together some future scenarios where creative software works alongside people, delivering real value for the Creative Industries. The day will consist of demonstration sessions where a dozen pieces of creative software are demonstrated to small groups; short talks where we describe the field; one-on-one discussion opportunities; and plenty of time for networking and fact finding.

Highlights of the day will include games produced by the ANGELINA system (www.gamesbyangelina.org), whose author has recently been listed on Forbes' 30-under-30 in games list; portraits by The Painting Fool (www.thepaintingfool.com) - but only if it is in a good mood; and fictional ideas produced by The WhatIf Machine (www.whim-project.eu/whatifmachine). There will also be demonstrations of a music co-authoring system, an advertising idea support tool, automated story and poetry generators, a swarm music visualiser, ant painting system and a thought-provoking Twitter bot!

Please come along to see what's happening in the world of Computational Creativity, and help us to build a future where software is a creative collaborator in your industry. For more information about Computational Creativity, please visit the PROSECCO website: www.prosecco-network.eu



PROMOTING THE
SCIENTIFIC EXPLORATION
OF COMPUTATIONAL
CREATIVITY

