

evomusart²⁰¹¹

9th european event
on evolutionary
and biologically inspired
music, sound, art and design

27-29 april 2011
torino – italy
www.evostar.org

submission deadline
* 22 november 2010
notification to authors
* 7 january 2011
camera-ready deadline
* 1 february 2011

evomusart 2011 is the 9th European event on Evolutionary Music and Art. Following the success of previous events and the growth of interest in the field, the main goal of **evomusart 2011** is to bring together researchers who are using biologically inspired techniques for artistic tasks, providing the opportunity to promote, present and discuss ongoing work in this area.

The event will be held from 27-29 April 2011 in Torino, Italy as part of the **evo*** event.

Accepted papers will be presented orally at the event and included in the **evoapplications** proceedings, published by Springer Verlag in the *Lecture Notes in Computer Science* series.

areas of interest and contributions

The papers should concern the use of bio-inspired techniques – e.g. Evolutionary Computation, Artificial Life, Artificial Neural Networks, Swarm Intelligence, etc. – in the scope of the generation, analysis and interpretation of art, music, design, architecture and other artistic fields. Topics of interest include, but are not limited to:

Generation

- * Biologically Inspired Design and Art-Making Systems that create drawings, images, animations, sculptures, poetry, text, objects, designs, webpages, buildings, etc;
- * Biologically Inspired Sound-Generators and Music-Systems that create music, aggregate sound, or simulate instruments, voices, effects, etc;
- * Robotic Based Evolutionary Art and Music;
- * Other related generative techniques;

Theory

- * Computational Aesthetics, Emotional Response, Surprise, Novelty;
- * Representation techniques;
- * Comparative analysis and classification
- * Validation methodologies;

- * New biologically inspired computation models in art, music and design;

Computer aided creativity

- * New ways of integrating users into evolutionary computation art and music frameworks;
- * Analysis and evaluation of: the artistic potential of biologically inspired art and music; the artistic processes inherent to these approaches; the resulting artifacts
- * Collaborative distributed artificial art environments;

Automation

- * Techniques for automated fitness assignment;
- * Systems that exploit biologically inspired computation to analyze artistic objects and artifacts.

publication details

Accepted papers will appear in the proceedings of **evo***, published in a volume of the *Springer Lecture Notes in Computer Science*, which will be available at the Conference.

submission details

Submissions must be original and not published elsewhere. The submissions will be peer reviewed by at least three members of the program committee. The authors of accepted papers will have to improve their paper on the basis of the reviewers' comments and will be asked to send a camera ready version of their manuscripts. At least one author of each accepted work has to register for the conference and attend the conference and present the work.

The reviewing process will be double-blind, please omit information about the authors in the submitted paper. Submit your manuscript in Springer LNCS format.

- * Submission link:
<http://myreview.csregistry.org/evoapps11>
- * Page limit: 10 pages.

evomusart chairs

* Gary Greenfield
University of Richmond > USA
ggreenfi@richmond.edu

* Juan Romero
University of A Coruña > Spain
jj@udc.es

evoapplications coordinator

* Cecilia Di Chio
cdichio@gmail.com

evo* coordinator

* Jennifer Willies
Napier University > United Kingdom
j.willies@napier.ac.uk

local chair

* Mario Giacobini
University of Torino > Italy
mario.giacobini@unito.it

evo* publicity chair

* Penousal Machado
University of Coimbra > Portugal
machado@dei.uc.pt