Over the last few decades, computational creativity has attracted an increasing number of researchers from both arts and science backgrounds. Philosophers, cognitive psychologists, computer scientists and artists have all contributed to and enriched the literature. Many argue a machine is creative if it simulates or replicates human creativity (e.g. evaluation of AI systems via a Turing-style test), while others have conceived of computational creativity as an inherently different discipline, where computer generated (art)work should not be judged on the same terms, i.e. as being necessarily producible by a human artist, or having similar attributes, etc.

This symposium aims at bringing together researchers to discuss recent technical and philosophical developments in the field, and the impact of this research on the future of our relationship with computers and the way we perceive them: at the individual level where we interact with the machines, the social level where we interact with each other via computers, or even with machines interacting with each other.

**TOPICS OF INTEREST**

Topics of interest include, but not limited to:

- Novel systems and theories in computational creativity, in any domain, e.g. drawing and painting, music, storytelling, poetry, games, etc.
- The evaluation of computational creative systems, processes and artifacts.
- Theory of computational aesthetics.
- Representational issues in creativity, including visual and perceptual representations.
- Social aspects of computational creativity, and intellectual property issues.
- Creative autonomy and constraint.
- Computational appreciation of artifacts, including human artwork.

Authors of accepted papers (up to 8-pages) will be expected to give 30 minute presentations, including 5 to 10 minutes for questions, on the day of the symposium.

**INVITED SPEAKER**

TBA

**SUBMISSION:**

https://easychair.org/conferences/?conf=aisb2017cc

**VENUE**

University of Bath, UK. AISB17: April 18th – 21st 2017