

Deliverable: D4.1

Online Repository of Papers and Resources in Computational Creativity

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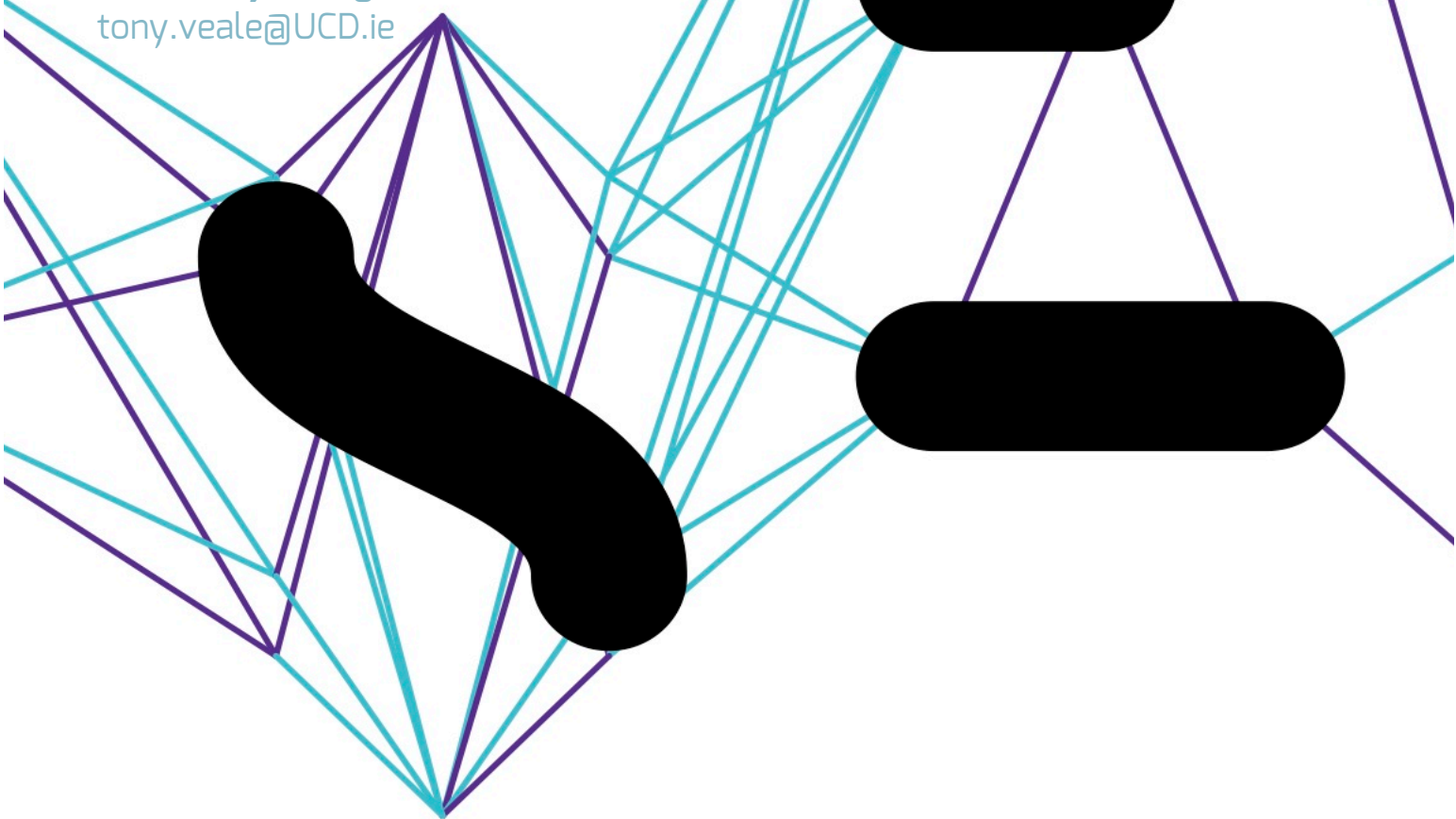
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Online Repository of Papers and Other Resources in Computational Creativity

1. Introduction

The official PROSECCO Web-site (<http://PROSECCO-network.eu>) maintains a comprehensive repository of research publications in the field of Computational Creativity. These publications arise mainly out of the annual conference of the *Association for Computational Creativity* (whose charter is drafted in Year-1 Deliverable D1.3) called ICCC – the international Conference in Computational Creativity – or from special journal issues or edited volumes arising out of this conference (or, from its earlier life as a workshop prior to 2010).

The construction of the initial repository is a Year-1 Task for PROSECCO, and its delivery as part of the PROSECCO web-site constitutes deliverable D4.1, for which this document offers a brief introduction.

2. The Repository

The repository may be accessed at the official PROSECCO Web-site. Accounts are given to all PROSECCO partners, though other interested parties may apply for an account through the website.

The address of the repository is: <http://prosecco-network.eu/pub>

A screenshot is provided on the page following.

As constructed by our subcontracting partner FBA in Portugal, the repository permits users to search for publications using author names, paper titles, or year of publication. Citations may then be exported in XML, BibTex and RIS formats.

Publications are cross-linked by author, and the “Author” field is clickable, so having retrieved a publication by one author, it is a simple matter to retrieve all publications by that author in the repository by clicking her name. Moreover, each author is given a unique author-id within the repository, allowing authors (or their students and followers) to link directly to the subset of the repository arising from that author’s work. For instance, the following link can be used to access all papers by ICCC contributor Rob Saunders in the repository:

[http://prosecco-network.eu/pub?f\[author\]=94](http://prosecco-network.eu/pub?f[author]=94)

CREATIVE MACHINE PERFORMANCE: COMPUTATIONAL CREATIVITY AND ROBOTIC ART

Title	Creative Machine Performance: Computational Creativity and Robotic Art
Publication Type	Conference Paper
Year of Publication	2013
Authors	Gemeinboeck, Petra , and Saunders Rob
Editor	Maher, Mary L. , Veale Tony , Saunders Rob , and Bown Oliver
Conference Name	Proceedings of the Fourth International Conference on Computational Creativity
Conference Location	Sydney, Australia
Keywords	computational , creativity
URL	http://www.computationalcreativity.net/iccc2013/download/iccc2013-gemeinboeck-saunders.pdf



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REPOSITORY

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Export 361 results:

2013

Adaptation of an Autonomous Creative Evolutionary System for Real-World Design Application Based on Creative Cognition, Dipaola, Steve, Carlson Kristin, McCaig Graeme, and Salevati Nathan S. Sara , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.40–47, (2013) [BibTex](#) [XML](#) [RIS](#)

Automatical Composition of Lyrical Songs, Toivanen, Jukka M., Toivonen Hannu, and Valitutti Alessandro , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.87–91, (2013) [BibTex](#) [XML](#) [RIS](#)

Autonomously Communicating Conceptual Knowledge Through Visual Art, Heath, Derrall, Norton David, and Ventura Dan , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.97–104, (2013) [BibTex](#) [XML](#) [RIS](#)

Computational Creativity in Naturalistic Decision-Making, Jändel, Magnus , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.118–122, (2013) [BibTex](#) [XML](#) [RIS](#)

A Computational Model of Analogical Reasoning in Dementia Care, Zachos, Konstantinos, and Maiden Neil , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.48–55, (2013) [BibTex](#) [XML](#) [RIS](#)

Computational Models of Surprise as a Mechanism for Evaluating Creative Design, Maher, Mary L., Fisher Douglas, and Brady Kate , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.147–151, (2013) [BibTex](#) [XML](#) [RIS](#)

Computationally Created Soundscapes with Audio Metaphor, Thorogood, Miles, and Pasquier Philippe , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.1–7, (2013) [BibTex](#) [XML](#) [RIS](#)

A Computer Model for the Generation of Visual Compositions, Pérez", "Rafael P., de Cossio Maria G., and Guerrero Ivan , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.105–112, (2013) [BibTex](#) [XML](#) [RIS](#)

Considering Vertical and Horizontal Context in Corpus-based Generative Electronic Dance Music, Eigenfeldt, Arne, and Pasquier Philippe , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.72–78, (2013) [BibTex](#) [XML](#) [RIS](#)

Creative Machine Performance: Computational Creativity and Robotic Art, Gemeinboeck, Petra, and Saunders Rob , Proceedings of the Fourth International Conference on Computational Creativity, Sydney, Australia, p.215–219, (2013) [BibTex](#) [XML](#) [RIS](#)

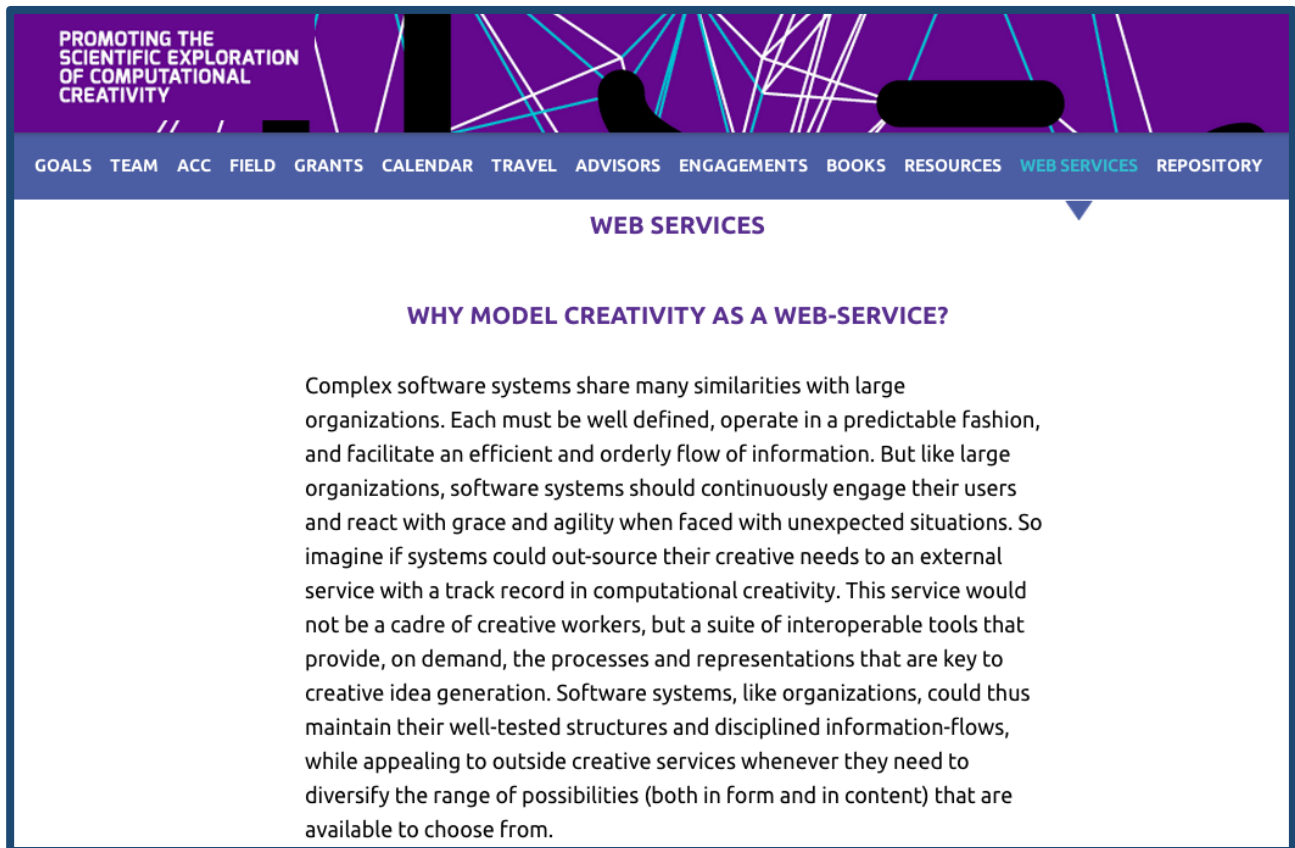
Creativity and the Agile Mind: A Multi-Disciplinary Study of a Multi-Faceted Phenomenon, Veale, Tony, Feyaerts Kurt, and Forceville Charles , Applications of Cognitive Linguistics [ACL], (2013) [DOI](#) [BibTex](#) [XML](#) [RIS](#)

A Discussion on Serendipity in Creative Systems, Pease, Alison, Colton Simon, Ramezani Ramin, Charnley John, and Reed Kate , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.64–71, (2013) [BibTex](#) [XML](#) [RIS](#)

An Emerging Computational Model of Flow Spaces in Social Creativity and Learning, Webster, Shiona, Zachos Konstantinos, and Maiden Neil , Proceedings of the Fourth International Conference on Computational Creativity, jun, Sydney, Australia, p.189–193, (2013) [BibTex](#) [XML](#) [RIS](#)

3. Web Services

A key proselytization strategy of PROSECCO, which we anticipate will help the field achieve a robust critical mass from an engineering perspective, is the promotion of Web Services as a solution-delivery mechanism for Computational Creativity. Our vision of the *Creative Web* predicts that third-party users (such as non-CC researchers in other disciplines, as well as commercial entities such as software companies and design companies) will more readily employ the outputs of CC research if they are bundled as ready-to-use, plug-and-play services with well-defined interfaces that hide both the complexity and the data of their underlying approaches.



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WEB SERVICES

WHY MODEL CREATIVITY AS A WEB-SERVICE?

Complex software systems share many similarities with large organizations. Each must be well defined, operate in a predictable fashion, and facilitate an efficient and orderly flow of information. But like large organizations, software systems should continuously engage their users and react with grace and agility when faced with unexpected situations. So imagine if systems could out-source their creative needs to an external service with a track record in computational creativity. This service would not be a cadre of creative workers, but a suite of interoperable tools that provide, on demand, the processes and representations that are key to creative idea generation. Software systems, like organizations, could thus maintain their well-tested structures and disciplined information-flows, while appealing to outside creative services whenever they need to diversify the range of possibilities (both in form and in content) that are available to choose from.

The PROSECCO Web-site will serve as a hub for Creative Web Services as they become available. Note the presence of a *Web Services* Tab on the main PROSECCO menu above. At present the PROSECCO site serves as a repository of three Web-Services, but more are expected as we promote the model more widely in the community.

Note that these services are not hosted directly on the PROSECCO site. Rather, the PROSECCO site acts as a hub through which these services can be discovered and accessed.