

Following the success of previous events and the importance of the field of evolutionary and biologically inspired music, sound, art and design, **evomusart** has become an **evo\*** conference with independent proceedings. Thus, **evomusart 2013** is the eleventh European Event and the second International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design. The use of biologically inspired techniques for the development of artistic systems is a recent, exciting and sig-

nificant area of research. There is a growing interest in the application of these techniques in fields such as: visual art and music generation, analysis, and interpretation; sound synthesis; architecture; video; poetry; design; and other creative tasks. The main goal of **evomusart 2013** is to bring together researchers who are using biologically inspired computer techniques for artistic tasks, providing the opportunity to promote, present and discuss ongoing work in the area. The event will be held from 3-5

April, 2013 in Vienna, Austria as part of the **evo\*** event. Submissions will be rigorously reviewed for scientific and artistic merit. Accepted papers will be presented orally or as posters at the event and included in the **evomusart** proceedings, published by *Springer Verlag* in a dedicated volume of the *Lecture Notes in Computer Science* series. The acceptance rate at **evomusart 2012** was 34.9% for papers accepted for oral presentation, or 46.5% for oral and poster presentation combined.



Submissions should concern the use of biologically inspired computer techniques — e.g. Evolutionary Computation, Artificial Life, Artificial Neural Networks, Swarm Intelligence, other artificial intelligence techniques — in 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 — systems that create drawings, images, animations, sculptures, poetry, text, designs, webpages, buildings, etc.;  
~ Biologically Inspired Sound and Music — systems that create musical pieces, sounds, instruments, voices, sound effects, sound analysis, etc.;  
~ Robotic-Based Evolutionary Art and Music;  
~ Other related artificial intelligence or generative techniques in the fields of Computer Music, Art, etc.

**Theory**

~ Computational Aesthetics, Experimental Aesthetics; Emotional Response, Surprise, Novelty;  
~ Representation techniques;  
~ Surveys of the current state-of-the-art in the area; identification of weaknesses and strengths; comparative analysis and classification;  
~ Validation methodologies;  
~ Studies on the applicability of these techniques to related areas;  
~ New models designed to promote the creative potential of biologically inspired computation.

**Computer Aided Creativity and Computational Creativity**

~ Systems in which biologically inspired computation is used to promote the creativity of a human user;  
~ New ways of integrating the user in the evolutionary cycle;  
~ Analysis and evaluation of: the artistic potential of biologically inspired art and music; the artistic processes inherent to these approaches; the resulting artefacts;  
~ Collaborative distributed artificial art environments.

**Automation**

~ Techniques for automatic fitness assignment;  
~ Systems in which an analysis or interpretation of the artworks is used in conjunction with biologically inspired techniques to produce novel objects;  
~ Systems that resort to biologically inspired computation to perform the analysis of image, music, sound, sculpture, or some other types of artistic object.



Additional information and submission details: Submit your manuscript, at most **12 A4 pages long**, in Springer LNCS format no later than **November 1, 2012**. Instructions downloadable from [www.springer.com/computer/lncs?SGWID=0-164-6-793341-0](http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0). The reviewing process will be double-blind; please omit information about the authors in the submitted paper.

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