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Preface

This volume contains the papers presented at ICCC 2017, the 8th International Conference on Computational Creativity held in Atlanta, Georgia, USA from June 19th - June 23rd, 2017 <http://computationalcreativity.net/iccc2017/>. The conference was hosted at the Georgia Institute of Technology.

Computational creativity is the art, science, philosophy and engineering of computational systems which, by taking on particular responsibilities, exhibit behaviours that unbiased observers would deem to be creative. As a field of research, this area is thriving, with progress in formalising what it means for software to be creative, along with many exciting and valuable applications of creative software in the sciences, the arts, literature, gaming and elsewhere. The ICCC conference series, organized by the Association for Computational Creativity since 2010, is the only scientific conference that focuses on computational creativity alone and also covers all its aspects.

We received 69 paper submissions, in five categories:

1. Technical papers advancing the state of art in research [papers posing and addressing hypotheses about aspects of creative behaviour in computational systems];
2. System and resource description papers [papers describing the building and deployment of a creative system or resource to produce artefacts of potential cultural value in one or more domains];
3. Study papers presenting enlightening novel perspectives [papers which draw on allied fields such as psychology, philosophy, cognitive science, mathematics, humanities, the arts, and so on; or which appeal to broader areas of Artificial Intelligence and Computer Science in general; or which appeal to studies of the field of Computational Creativity as a whole];
4. Cultural application papers [papers presenting the usage of creative software in a cultural setting];
5. Position papers arguing for an opinion [papers presenting an opinion on some aspect of the culture of Computational Creativity research, including discussions of future directions, past triumphs or mistakes and issues of the day].

Each submission was reviewed by 3 program committee members and then discussed among the reviewers, if needed, to resolve controversial and borderline cases. Senior Program Committee Members led discussions and also prepared recommendations based on the reviews and discussions. In total, around 300 reviews and meta-reviews were carried out in the process. Papers were accepted based on quality, academic rigour and relevance to one or more of the conference's five paper categories.

The committee accepted 34 full papers. Papers were presented either as oral presentations, posters or demos, depending on the nature of the contribution. The three-and-a-half days of the ICCC 2017 scientific program consisted in a series of exciting sessions for oral presentations of papers and a special session for posters and demos.

The program included two keynote talks. The first was by Dr. Milena Fisher, Co-Founder and President of The Creativity Post, and the second was by Professor Gil Weinberg, from the School of Music Technology at Georgia Tech.

This conference included a record number of satellite events related to creativity and computers, including three workshops, two tutorials and a Doctoral Consortium. The three workshops were the 5th International Workshop on Musical Metacreation (MUME); a joint

workshop between the Co-Creation Workshop and Working on Computational Creativity and Games (CCGW); and Computational Creativity and Social Justice (CCSJ). The MUME workshop also hosted a concert of musical metacreation. The tutorials organised were Literary Creativity and Narrative Generation and Tweet Dreams Are Made Of This: Building Creative Twitterbots. We also held two panel sessions: Computational Creativity and Design; and Computational Creativity and Discovery.

ICCC 2017 gave several awards including the Best Paper Award and the Best Student Paper Award.

We thank our sponsors, from which we received very useful support: US National Science Foundation, Artificial Intelligence, Georgia Institute of Technology, and the Georgia Tech GVV Center. We thank the program committee and the senior program committee for their hard work in reviewing papers and the EasyChair platform that made our work easier. We also thank all those involved in organising ICCC 2017, the ACC steering committee, best paper reviewers and those involved in organising and supporting the workshops, tutorials and doctoral consortium.

ICCC 2017 organising committee

GENERAL CHAIR: Ashok Goel, Georgia Institute of Technology

PROGRAM CO-CHAIR: Anna Jordanous, University of Kent

PROGRAM CO-CHAIR: Alison Pease, University of Dundee

WORKSHOP CO-CHAIR: Kazjon Grace, University of North Carolina

WORKSHOP CO-CHAIR: Ruli Manurung, Google

LOCAL CHAIR: Mikhail Jacob, Georgia Institute of Technology

LOCAL COMMITTEE: Jeff Collins, Georgia Institute of Technology

Heather Ligler, Georgia Institute of Technology

Gerard Roma, Georgia Institute of Technology

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MEDIA CHAIR: Matthew Guzdial, Georgia Institute of Technology

MEDIA COMMITTEE: Anna Weisling, Georgia Institute of Technology

June 2017