

Preface

EvoMUSART 2015—the 4th International Conference and the 13th European event on Biologically Inspired Music, Sound, Art, and Design—took place during April 8–10, 2015 in Copenhagen, Denmark. It brought together researchers who use biologically inspired computer techniques for artistic, aesthetic, and design purposes. Researchers presented their latest work in the intersection of the fields of computer science, evolutionary systems, art, and aesthetics. As always, the atmosphere was fun, friendly, and constructive.

EvoMUSART has grown steadily since its first edition in 2003 in Essex, UK, when it was one of the Applications of Evolutionary Computing workshops. Since 2012 it has been a full conference as part of the evo* colocated events.

EvoMUSART 2015 received 43 submissions. The peer-review process was rigorous and double-blind. The international Programme Committee, listed below, was composed of 59 members from 21 countries. EvoMUSART continued to provide useful feedback to authors: among the papers sent for full review, there were on average 2.78 reviews per paper. It also continued to ensure quality by keeping acceptance rates low: 12 papers were accepted for oral presentation (27.9 % acceptance rate), and 11 for poster presentation (25.6 % acceptance rate).

This volume of proceedings collects the accepted papers. As always, the EvoMUSART proceedings cover a wide range of topics and application areas, including: generative approaches to music, graphics, game content, and narrative; music information retrieval; computational aesthetics; the mechanics of interactive evolutionary computation; and the art theory of evolutionary computation.

We thank all authors for submitting their work, including those whose work was not accepted for presentation. As always, the standard of submissions was high, and good papers had to be rejected.

The work of reviewing was done voluntarily and generally without official recognition from the institutions where reviewers are employed. Nevertheless, good reviewing is essential to a healthy conference. Therefore, we particularly thank the members of the Program Committee for their hard work and professionalism in providing constructive and fair reviews.

EvoMUSART 2015 was part of the evo* 2015 event, which included three additional conferences: EuroGP 2015, EvoCOP 2015, and EvoApplications 2015. Many people helped to make this event a success.

We thank the National Museum of Denmark at Copenhagen for offering its facilities for this event. We thank the local organizing team of Paolo Burelli (Aalborg University) and Sebastian Risi (IT University of Copenhagen).

We thank Marc Schoenauer (INRIA Saclay, Île-de-France) for continued assistance in providing MyReview conference management system. We thank Pablo García Sánchez (University of Granada) and Mauro Castelli, (ISEGI; Universidade Nova de Lisboa) for evo* publicity. We also thank Mauro for this year's logo design.

We want to especially acknowledge our invited speakers: Pierre-Yves Oudeyer (INRIA, Paris) and Paulien Hogeweg (Utrecht University).

Last but certainly not least, we especially want to express our heartfelt thanks to Jennifer Willies and the Institute for Informatics and Digital Innovation at Edinburgh Napier University. Ever since its inaugural meeting in 1998 this event has relied on her dedicated work and continued involvement and we do not exaggerate when we state that without her, evo* could not have achieved its current status.

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