

Preface

EvoMUSART 2016—the 5th International Conference and the 13th European event on Biologically Inspired Music, Sound, Art and Design—took place March 30 to April 1, 2016 in Porto, Portugal. 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* co-located events.

EvoMUSART 2016 received 25 submissions. The peer-review process was rigorous and double-blind. The international Program Committee, listed here, was composed of 58 members from 22 countries. EvoMUSART continued to provide useful feedback to authors: Among the papers sent for full review, there were on average 3.12 reviews per paper. It also continued to ensure quality by keeping acceptance rates low: ten papers were accepted for oral presentation (40 % acceptance rate), and six for poster presentation (24 % 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 is 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 2016 was part of the evo* 2016 event, which included three additional conferences: evoGP 2016, evoCOP 2016, and evoApplications 2016. Many people helped to make this event a success.

We thank the Câmara Municipal do Porto (the city hall) and Turismo do Porto involvement in the event. We thank the local organizing team of Penousal Machado and Ernesto Costa, from the University of Coimbra.

We thank Marc Schoenauer (Inria Saclay, Île-de-France), for continued assistance in providing the MyReview conference management system. We thank Pablo García Sánchez (University of Granada) for evo* publicity and website services.

We want to especially acknowledge our invited speakers: Richard Forsyth and Kenneth Sörensen.

Last but certainly not least, we especially want to express a 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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