Artificial Intelligence for Engineering Design, Analysis and Manufacturing (2012), *26*, 369.
© Cambridge University Press 2012 0890-0604/12 $25.00
doi:10.1017/S0890060412000236

CALL FOR PAPERS

AI EDAM Special Issue, December 2013, Vol. 27, No. 4
Computational Creativity

Guest Editors: Dan Ventura & Mary Lou Maher

Computational creativity is a newly emerging subfield of artificial intelligence (among others) that is defined as the computational study and simulation of natural and artificial behavior that would be deemed creative if observed in humans. As systems and methodologies become more mature, it becomes increasingly important that we have some rigorous and common practice for evaluating their performance and claims that re made based on their results or behaviors.

The study of computational creativity provides many opportunities for interdisciplinary research among engineering, cognitive science and computer science. This Special Issue seeks to capture a snapshot of some of the best work in this intersection of areas. For this issue, we broaden the scope to encompass papers that discuss creativity in domains other than engineering and design, including mathematics, scientific discovery, linguistics, and the arts. We are interested in papers whose focus is the combination of creativity and computation in a significant way; we are particularly interested in papers that address the issue of evaluation in some significant way.

Suitable topics include, but are not limited to, the following:

- computational models, techniques, or systems that evaluate their own creativity (e.g., creative design);
- computational models, techniques, or systems that modify their (self-)evaluation technique or rubric over time;
- computational techniques, systems, or environments for evaluating computational or human creativity;
- theoretical foundations for the measurement and evaluation of computational creativity;
- description and evaluation of new computational models, techniques, or systems that exhibit creative behavior;
- description and evaluation of new computational systems that augment or enhance human creativity; and
- description and evaluation of new computational models that enable or simulate large-scale social creativity.

All submissions will be anonymously reviewed by at least three reviewers. The selection for publication will be made on the basis of these reviews.

Information about the format and style required for *AI EDAM* papers can be found at http://aiedam.usc.edu/index.php/authors/manuscriptprep

Note that all submissions for Special Issues go to the Guest Editors, **not** to the Editor in Chief.

Important Dates

Intent to submit (Title & Abstract):	As soon as possible
Submission deadline for full papers:	15 September 2012
Reviews due:	15 November 2012
Notification and reviews to authors:	15 December 2012
Revised version submission deadline:	1 April 2013

Guest Editors

Dan Ventura
MIND Lab
Computer Science Department
Brigham Young University
Provo, UT 84602, USA
E-mail: ventura@cs.byu.edu

Mary Lou Maher
iSchool
College of Information Studies
University of Maryland
College Park, MD 20742 USA
E-mail: marylou.maher@gmail.com

https://doi.org/10.1017/S0890060412000236 Published online by Cambridge University Press