evo*

**The Leading European Event
on Bio-Inspired Computation**
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15 — 17 April 2020
Seville, Spain

evomusart*

9th International Conference
on Artificial Intelligence
in Music, Sound, Art and Design

Following the success of previous events and the importance of the field of artificial intelligence, specifically, evolutionary and biologically inspired (artificial neural network, swarm, alife) music, sound, art and design, **evomusart** * has become an **evo** * conference with independent proceedings since 2012. Thus, **evomusart** * 2020 is the 9th International Conference on Artificial Intelligence in Music, Sound, Art and Design.

The use of Artificial Intelligence for the development of artistic systems is a exciting and significant 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** * is to bring together researchers who are using Artificial Intelligence techniques for artistic tasks, providing the opportunity to promote, present and discuss ongoing work in the area.

Special Issues

Networks in Art, Sound and Design
The journal Neural Computing and Applications (Q1, IF: 4.66) will publish a Special Issue called *Networks in Art, Sound and Design*. The editors of this Special Issue will be Juan Romero and Penousal Machado. Some authors from **evomusart** * 2020 will be invited to submit a new paper to this special issue.

Artificial Intelligence and Complexity in Art, Music, Games and Design
Juan Romero and Colin Johnson will publish an Entropy (IF 2.419) Special Issue on *Artificial Intelligence and Complexity in Art, Music, Games and Design* for the **evomusart** *. All the papers accepted are encouraged to submit to this special issue.

evomusart* index

There is a website with all the information on all **evomusart** * papers since 2003. The idea is to bring together all the publications in a handy web page that allows visitors to navigate through all papers, best papers, authors, keywords, and years of the conference, while providing quick access to the Springer's web page links. Feel free to explore, search and bookmark: evomusart-index.dei.uc.pt

Conference Chairs

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Submission Details

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 **evo** * proceedings, published by Springer Verlag in a dedicated volume of the Lecture Notes in Computer Science series. The acceptance rate at **evomusart** * 2018 was 39% for papers accepted for oral presentation, and 26% for poster presentation. Submitters are strongly encouraged to provide in all papers a link for download of media demonstrating their results, whether music, images, video, or other media types. Links should be anonymised for double-blind review, e.g. using a URL shortening service.

Submission Link
easychair.org/conferences/?conf=evo2020

Sumission Deadline
1 November 2019

More Info at:
www.evostar.org/2020/evomusart