

evoapplications*

25th European Conference
on the Applications of Evolutionary
and bio-inspired Computation

part of **evo* 2022**

www.evostar.org

20–22 April 2022

evoapps*

special session on

Evolutionary Robotics

The special session aims to provide a forum for researchers interested in the field of *evolutionary robotics*, the application of evolutionary computation techniques to automatically design robots, real or simulated. This is by nature a multi-faceted field that combines approaches from other fields such as neuro-evolution, evolutionary design, artificial life, robotics, etcetera. We seek high quality contributions dealing with state-of-the-art research in the area of evolutionary robotics.

Topics of interest include, but are not limited to:

- * Reality gap (sim2real)
- * Evolution on real-world hardware
- * Virtual creatures
- * Morphological evolution
- * Neuroevolution for robotics
- * Encodings and developmental approaches for evolutionary robotics
- * Lifetime learning approaches
- * Co-evolutionary and multi-objective approaches
- * Open-ended evolution in robotics
- * Diversity enhancing methods in robotics (e.g. quality-diversity)
- * Evolutionary computation in biorobotics
- * Embodied evolution
- * Evolving multi-agent systems

Organizers

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More info at:

<http://www.evostar.org/2022/evoapps/er>