

evomusart*

11th International Conference on Artificial Intelligence in Music, Sound, Art and Design

There is a growing interest in the application of Artificial Neural Networks, Evolutionary Computation, Swarm Intelligence, Cellular Automata, Alife, and other Artificial Intelligence techniques in fields such as: visual art and music generation, analysis, and interpretation; sound synthesis; architecture; video; poetry; design; and other creative tasks. Therefore, the use of Artificial Intelligence in such creative domains became a significant and exciting area of research. **evomusart*** provides the opportunity to present, discuss and promote innovative contributions and ongoing work in the area.

Following the success of previous events and the importance of the field of Artificial Intelligence applied to Music, Sound, Art and Design, **evomusart*** has become an **evo*** conference with independent proceedings since 2012.

Special Issue

In addition, an agreement has been reached with Entropy journal (IF 2.524; JCR Q2; ISSN 1099-4300) whereby it will publish a special issue of **evomusart*** every year. Entropy journal has already published the special issues entitled “Artificial Intelligence and Complexity in Art, Music, Games and Design” for **evomusart*** 2020 (Volume 1) and 2021 (Volume 2). All papers accepted in **evomusart*** 2022 will be encouraged to submit to a new special issue of Entropy.

evomusart* Index

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

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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 Nature in a dedicated volume of the Lecture Notes in Computer Science series. The acceptance rate at **evomusart*** 2021 was 36% for papers accepted for long talks and 11% for short talks. 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.

Page Limit: 16 pages

Submission Deadline

1 November 2021

For further information please visit www.evostar.org/2022/evomusart