

evomusart*

15th 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.

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:
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Submission Details

Accepted papers will be published by Springer Nature in the Lecture Notes in Computer Science series. Submissions must be original and not published elsewhere. They will be peer reviewed by at least three members of the program committee. The reviewing process will be double-blind, so please omit information about the authors in the submitted paper. Submit your manuscript in Springer LNCS format.

Page limit: 14 + unlimited references pages

Submission Deadline

1 November 2025 AoE

For further information please visit
www.evostar.org/2026/evomusart