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Toulouse, France
8 - 10 April 2026

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.

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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 and follow the **evo*** ethics and integrity code. 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

Extended Submission Deadline
~~1 November 2025 AoE~~
15 November 2025 AoE

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