- Agichtein, Eugene, Eric Brill and Susan Dumais (2006). 'Improving web search ranking by incorporating user behavior information'. In: **Proceedings of the 29th annual international ACM SIGIR conference on Research an Development in Information Retrieval**. Seattle, Washington, USA, pp. 19–26.
- **Alfred Jarry** (n.d.). Wikipedia. URL: https://fr.wikipedia.org/wiki/Alfred_Jarry (visited on 10/11/2016).
- **AlphaGo** (n.d.). Deep Mind. Google. URL: https://deepmind.com/research/alphago/(visited on 05/11/2016).
- Amaral, Jose Nelson et al. (2006). *About Computing Science Research Methodology*. University of Alberta. URL: https://webdocs.cs.ualberta.ca/~c603/readings/research-methods.pdf (visited on 15/11/2016).
- animal (2010). *animal, n.* Oxford English Dictionary. URL: http://www.oed.com/view/Entry/273779 (visited on 10/12/2015).
- **API Overview** (n.d.). Getty Images API. Getty. URL: http://developers.getty images.com/api/docs/v3/api-overview.html (visited on 07/08/2016).
- Baeza-Yates, Ricardo and Berthier Ribeiro-Neto (2011). *Modern Information Retrieval: The Concepts and Technology Behind Search*. Harlow, UK: Pearson Educantion Limited.
- Bao, Shenghua et al. (2007). 'Optimizing Web Search Using Social Annotations'. In: *Proceedings of the International World Wide Web Conference*, pp. 501–510.
- Barthes, Roland (1967). **The Death of the Author**. Aspen 5+6. UbuWeb. URL: http://www.ubu.com/aspen/aspen5and6/threeEssays.html/#barthes (visited on 26/01/2016).
- Basile, Jonathan (2015). *The Library of Babel*. URL: https://libraryofbabe l.info/ (visited on 10/12/2015).

Bastos Filho, Carmelo et al. (2008). 'A novel search algorithm based on fish school behavior'. In: **Proceedings of the IEEE International Conference on Systems, Man and Cybernetics**, pp. 2646–2651.

- Baudrillard, Jean (2007). *Pataphysics*. Ed. by Arthur Kroker and Marilouise Kroker. Trans. by Drew Burk. CTHEORY. URL: http://www.ctheory.net/articles.aspx?id=569 (visited on 21/01/2012).
- Beghetto, Ronald A. and James C. Kaufman (2007). 'Toward a broader conception of creativity: A case for 'mini-c' creativity.' In: **Psychology of Aesthetics, Creativity, and the Arts** 1.2, pp. 73–79.
- Bharat, Krishna and George Mihaila (2000). 'Hilltop: A Search Engine based on Expert Documents'. In: **Proceedings of the 9th International World Wide Web Conference**. Vol. 11.
- **Bing Search API** (2012). Microsoft DataMarket. Microsoft. URL: http://datamarket.azure.com/dataset/bing/search#schema (visited on 07/08/2016).
- Bird, Steven, Ewan Klein and Edward Loper (2009). *Natural Language Processing with Python*. Sebasopol, CA: O'Reilly Media.
- Boden, Margaret (2003). *The Creative Mind: Myths and Mechanisms*. London: Routledge.
- Boek, Christian (2002). *'Pataphysics: The Poetics of an Imaginary Science*. Evanston, Illinois: Northwestern University Press.
- Borges, Jorge Luis (1964). *Labyrinths Selected Stories and Other Writings*. New York: New Directions.
- (2000). 'The Analytical Language of John Wilkins'. In: Selected Non-Fictions.
 Ed. by Eliot Weinberger. London: Penguin Books, pp. 229–232.
- Bown, Oliver (2014). 'Empirically Grounding the Evaluation of Creative Systems: Incorporating Interaction Design'. In: **Proceedings of the Fifth International Conference on Computational Creativity**, pp. 112–119.
- (2015). 'Attributing Creative Agency: Are we doing it right?' In: Proceedings of the Sixth International Conference on Computational Creativity, pp. 17– 22.
- Brin, Sergey and Larry Page (1998a). 'The anatomy of a large-scale hypertextual Web search engine'. In: *Computer Networks and ISDN Systems* 30.1-7 (1998), pp. 107–117.
- (1998b). 'The PageRank Citation Ranking: Bringing Order to the Web'. In:
 World Wide Web Internet And Web Information Systems (1998), pp. 1–17.
- Brotchie, Alastair (2011). **Alfred Jarry: A Pataphysical Life**. London: MIT Press.
- Brotchie, Alastair and Stanley Chapman, eds. (2007). *Necrologies*. London: Atlas Press.

Brotchie, Alastair, Stanley Chapman et al., eds. (2003). 'Pataphysics: Definitions and Citations. London: Atlas Press.

- Brown, Mark (2011). Patrick Tresset's robots draw faces and doodle when bored. Wired UK. URL: http://www.wired.co.uk/news/archive/2011-06/17/sketching-robots (visited on 24/01/2016).
- Burdick, Anne et al. (2012). **Digital Humanities**. Cambridge, Massachusetts: MIT Press.
- Burnham, Douglas (2015). 'Immanuel Kant: Aesthetics'. In: *Internet Encyclopedia of Philosophy*.
- Candy, Linda (2012). 'Evaluating Creativity'. In: **Creativity and Rationale: Enhancing Human Experience by Design**. Ed. by J.M. Carroll. Springer.
- Candy, Linda and Ernest Edmonds, eds. (2011). *Interacting: Art, Research* and the Creative Practitioner. Libri Publishing.
- Chalmers, David (1996). *The Conscious Mind*. Oxford University Press.
- Chatham, Chris (2007). 10 Important Differences Between Brains and Computers. Developing Intelligence. ScienceBlogs. URL: http://scienceblogs.com/developingintelligence/2007/03/27/why-the-brain-is-not-like-a-co/(visited on 03/11/2016).
- Clark, Sean (2014). *IOCT PhD Showcase* 2014. Flickr. URL: https://www.flickr.com/photos/seancuttlefish/sets/72157646116801940/ (visited on 03/11/2016).
- (2015a). **CAS Talk: IOCT Fania Raczinski (2015)**. Vimeo. 2015. URL: https://vimeo.com/142947457 (visited on 03/11/2016).
- (2015b). *IOCT Talks Videos Now Available*. Phoenix | Interact Labs. 2015. URL: http://interactlabs.co.uk/news/2015/10/ioct-talks---videos-now-available (visited on 03/11/2016).
- Cohen, Harold (1999). Colouring Without Seeing: A Problem in Machine Creativity. Kurzweil CyberArt Technologies. URL: http://www.kurzweilcyberart.com/aaron/pdf/colouringwithoutseeing.pdf (visited on 24/01/2016).
- (2007). 'Toward a Diaper-Free Autonomy'. In:
- Cohen, Paul (2016). Harold Cohen Obituary. aaronshome.com.
- Colton, Simon (2008a). 'Computational Creativity'. In: *AISB Quarterly* (2008), pp. 6–7.
- (2008b). 'Creativity versus the perception of creativity in computational systems'. In: In Proceedings of the AAAI Spring Symp. on Creative Intelligent Systems. 2008.
- Colton, Simon, Alison Pease and Graeme Ritchie (2001). **The Effect of Input Knowledge on Creativity**.
- Colton, Simon and Geraint A Wiggins (2012). 'Computational Creativity: The Final Frontier?' In: **Proceedings of the 20th European Conference on Artificial Intelligence**. Montpellier, France: IOS Press, pp. 21–26.

Company Overview (n.d.). About Baidu. Baidu. URL: http://ir.baidu.com/phoenix.zhtml?c=188488%7B%5C&%7Dp=irol-homeprofile (visited on 22/12/2012).

- Copeland, Jake and Jason Long (2016). Restoring the first recording of computer music. Sound and vision blog. British Library. URL: http://blogs.bl.uk/sound-and-vision/2016/09/restoring-the-first-recording-of-computer-music.html (visited on 26/10/2016).
- Corbyn, Zoë (2005). *An introduction to 'Pataphysics*. The Guardian. URL: htt ps://www.theguardian.com/culture/2005/dec/09/8.
- **Crawling and Indexing** (n.d.). Inside Search. Google. URL: https://www.google.com/insidesearch/howsearchworks/crawling-indexing.html (visited on 04/08/2016).
- Cruickshank, Douglas (2016). **Why Anti-Matter Matters**. ralphmag.org. URL: http://www.ralphmag.org/jarry.html (visited on 15/11/2016).
- Cutshall, James Anthony (1988). 'The Figure of the Writer Alfred Jarry'. Thesis. University of Reading, p. 258.
- Damerau, Fred J (1964). 'A Technique for Computer Detection and Correction of Spelling Errors'. In: *Communications of the ACM* 7.3, pp. 171–176.
- Damerau-Levenshtein (n.d.). *Damerau-Levenshtein distance*. Wikipedia. URL: https://en.wikipedia.org/wiki/Damerau-Levenshtein_distance (visited on 23/10/2016).
- De Bra, Paul, Geert-jan Houben et al. (1994). 'Information Retrieval in Distributed Hypertexts'. In: *Techniques*.
- De Bra, Paul and Reinier Post (1994a). 'Information retrieval in the World-Wide Web: Making client-based searching feasible'. In: *Computer Networks and ISDN Systems* 27.2 (1994), pp. 183–192.
- (1994b). 'Searching for Arbitrary Information in the WWW: the Fish Search for Mosaic'. In: *Mosaic A journal For The Interdisciplinary Study Of Literature* (1994).
- Dean, Jeffrey, Luiz Andre Barroso and Urs Hoelzle (2003). 'Web Search for a Planet: The Google Cluster Architecture'. In: *Ieee Micro*, pp. 22–28.
- Deerwester, Scott et al. (1990). 'Indexing by Latent Semantic Analysis'. In: *Journal of the American Society for Information Science* 41.6, pp. 391–407.
- Dennis, Andrew (2016a). 'Investigation of a patadata-based ontology for text based search and replacement'. University of London, 2016.
- (2016b). *PataLib a Pataphysical toolkit for Python*. GitHub. 2016. URL: https://andydennis.github.io/patalib/ (visited on 02/11/2016).
- **Derivative works** (2012). Factsheet No. P-22. UK Copyright Service. URL: http://www.copyrightservice.co.uk/copyright/p22_derivative_works (visited on 01/11/2016).

Wordnik (2016). **developer.wordnik.com**. URL: http://developer.wordnik.com/docs.html#!/word/getTextPronunciations_get_5 (visited on 05/11/2016).

- Dijkstra, Edsger (1988). On the Cruelty of Really Teaching Computing Science. URL: http://www.cs.utexas.edu/users/EWD/transcriptions/EWD10xx/EWD1036.html (visited on 17/01/2016).
- Ding, Li et al. (2004). 'Swoogle: A semantic web search and metadata engine'. In: In Proceedings of the 13th ACM Conference on Information and Knowledge Management. ACM.
- Drucker, Johanna (2009). **SpecLab: Digital Aesthetics and Projects in Speculative Computing**. University of Chicago Press.
- Drucker, Johanna and B Nowviskie (2007). 'Speculative Computing: Aesthetic Provocations in Humanities Computing'. In: *A Companion to Digitial Humanities*. Ed. by Susan Schreibman, John Unsworth and Ray Siemens. Oxford: Blackwell Publishing. Chap. 29.
- Du, Zhi-Qiang et al. (2007). 'The Research of the Semantic Search Engine Based on the Ontology'. In: **2007 International Conference on Wireless Communications, Networking and Mobile Computing**, pp. 5398–5401.
- Dubbelboer, Marieke (2009). "UBUSING' CULTURE'. Thesis. Rijksuniversiteit Groningen, p. 233.
- Eden, Amnon H. (2007). 'Three Paradigms of Computer Science'. In: *Minds and Machines* 17.2, pp. 135–167.
- Edmonds, E. and L. Candy (2010). 'Relating Theory, Practice and Evaluation in Practitioner Research'. In: *Leonardo* 43.5, pp. 470–476.
- Efron, Bradley and Ronald Thisted (1976). 'Estimating the number of unseen species: How many words did Shakespeare know?' In: *Biometrika* 63.3, pp. 435–447.
- Elton, Matthew (1995). 'Artificial Creativity: Enculturing Computers'. In: *Leonardo* 28.3, pp. 207–213.
- Evans, Clark (2016). **YAML 1.2**. YAML: YAML Ain't Markup Language. URL: htt p://yaml.org/ (visited on 02/11/2016).
- Fingas, John (2016). *IBM's Watson AI saved a woman from leukemia*. Engadget UK. URL: https://www.engadget.com/2016/08/07/ibms-watson-ai-saved-a-woman-from-leukemia/ (visited on 05/11/2016).
- **flickr.photo.search** (n.d.). The App Garden. Flickr. URL: https://www.flickr.com/services/api/flickr.photos.search.html (visited on 07/08/2016).
- Foucault, Michel (1966). 'The Order of Things Preface'. In: *The Order of Things*. France: Editions Gallimard. Chap. Preface, pp. xv–xxiv.
- França, Celso et al. (2016). 'Regent-Dependent Creativity: A Domain Independent Metric for the Assessment of Creative Artifacts'. In: *Proceedings of the*

Seventh International Conference on Computational Creativity, pp. 68–75.

- Gutenberg (2016). *Free ebooks*. Project Gutenberg. URL: https://www.gutenberg.org/ (visited on 01/11/2016).
- Fu, Haohuan et al. (2016). 'The Sunway TaihuLight supercomputer: system and applications'. In: **Science China Information Sciences** 59.7, pp. 1–16.
- Garcia-Molina, Hector, Jan Pedersen and Zoltan Gyongyi (2004). 'Combating Web Spam with TrustRank'. In: *In VLDB*. Morgan Kaufmann, pp. 576–587.
- Gelernter, David (1994). **The Muse in the Machine**. London: Fourth Estate Limited.
- **Getting Started** (n.d.). The Flickr Developer Guide: API. Flickr. URL: https://www.flickr.com/services/developer/api/ (visited on 07/08/2016).
- Gibbs, Samuel (2016). *Microsoft's racist chatbot returns with drug-smoking Twitter meltdown*. The Guardian. URL: https://www.theguardian.com/technology/2016/mar/30/microsoft-racist-sexist-chatbot-twitter-drugs (visited on 05/11/2016).
- Git-fast, scalable, distributed revision control system (2016). git/README.md. GitHub. URL: https://github.com/git/git/blob/master/README.md (visited on 05/11/2016).
- **GitHub** (2016). URL: https://github.com/ (visited on 05/11/2016).
- Glover, E.J. et al. (2001). 'Improving category specific Web search by learning query modifications'. In: *Proceedings 2001 Symposium on Applications and the Internet*, pp. 23–32.
- Google (2012). Google Ranking.
- **Googlebot** (n.d.). Search Console Help. Google. URL: https://support.google.com/webmasters/answer/182072 (visited on 15/10/2016).
- Gray, Carole and Julian Malins (2004). Visualizing research: a guide to the research process in art and design.
- Gunicorn (n.d.). *Gunicorn: Python WSGI HTTP Server for UNIX*. URL: http://gunicorn.org/ (visited on 31/10/2016).
- **Harold Cohen** (2016). Search the Collections. Victoria and Albert. URL: htt p://collections.vam.ac.uk/name/cohen-harold/6433/ (visited on 05/11/2016).
- Hassabis, Demis (2016). AlphaGo: using machine learning to master the ancient game of Go. Google Blog. URL: https://blog.google/topics/machine-learning/alphago-machine-learning-game-go/ (visited on 05/11/2016).
- Haveliwala, Taher H (2003). 'Topic-Sensitive PageRank: A Context Sensitive Ranking Algorithm for Web Search'. In: *Knowledge Creation Diffusion Utilization* 15.4, pp. 784–796.

Heilman, Kenneth M, Stephen E Nadeau and David O Beversdorf (2003). 'Creative innovation: possible brain mechanisms.' In: *Neurocase* 9.5, pp. 369–79.

- Heisenberg, Werner (1942). *Ordnung der Wirklichkeit*. Trans. by M.B. Rumscheidt and N. Lukens.
- Hendler, Jim and Andrew Hugill (2011). 'The Syzygy Surfer: Creative Technology for the World Wide Web'. In: **ACM WebSci 11**.
- (2013). 'The syzygy surfer: (Ab)using the semantic web to inspire creativity'. In: *International journal of Creative Computing* 1.1, pp. 20–34.
- Hersovici, M et al. (1998). 'The shark-search algorithm. An application: tailored Web site mapping'. In: *Computer Networks and ISDN Systems* 30.1-7, pp. 317–326.
- Hofstadter, Douglas (1981). 'A Conversation with Einstein's Brain'. In: *The Mind's* Ed. by Douglas Hofstadter and Daniel Dennett. Basic Books. Chap. 26, pp. 430–460.
- Holz, Hilary J et al. (2006). 'Research Methods in Computing: What are they, and how should we teach them?' In: *ITiCSE Innovation and technology in computer science education*, pp. 96–114.
- Homer, Michael (2009). Python Damerau-Levenshtein distance implementation. URL: https://web.archive.org/web/20100602093104/http://mwh.geek.nz/2009/04/26/python-damerau-levenshtein-distance/ (visited on 31/10/2016).
- JS Scrolling (n.d.). *Horizontal Scrolling with JavaScript*. Dynamic Web Coding. URL: http://www.dyn-web.com/code/scroll/horiz.php (visited on 01/11/2016).
- Horn, Robert (2009). 'The Turing Test: Mapping and Navigating the Debate'. In: **Parsing the Turing Test**. Ed. by Robert Epstein, Gary Roberts and Grace Beber. Springer. Chap. 5, pp. 73–88.
- Hotho, Andreas et al. (2006). 'Information retrieval in folksonomies: Search and ranking'. In: *The Semantic Web: Research and Applications, volume 4011 of LNAI*. Springer, pp. 411–426.
- Humanities Research (n.d.). *How is humanities research conducted?* Stanford Humanities Center: Home of the Human Experience. URL: http://shc.stanford.edu/how-humanities-research-conducted (visited on 06/11/2016).
- Hugill, Andrew (2012). **'Pataphysics: A Useless Guide**. Cambridge, Massachusetts: MIT Press.
- Hugill, Andrew and Lee Scott (2013). 'The Imaginary Voyage: an online opera'. In: *Digital Creativity* 24.3, pp. 268–273.
- (2014a). *Amorphous Isle*. The Imaginary Voyage (an online opera). 2014. URL: http://theimaginaryvoyage.com/Islands/Amorphous/amorphous_isle_high.php (visited on 02/11/2016).

- (2014b). The Imaginary Voyage (an online opera). 2014. URL: http://www.theimaginaryvoyage.com/ (visited on 02/11/2016).

- Hugill, Andrew and Hongji Yang (2013). 'The creative turn: new challenges for computing'. In: *International journal of Creative Computing* 1.1, pp. 4–19.
- Hugill, Andrew, Hongji Yang et al. (2013). 'The pataphysics of creativity: developing a tool for creative search'. In: *Digital Creativity* 24.3, pp. 237–251.
- Hunt, Elle (2016). Tay, Microsoft's AI chatbot, gets a crash course in racism from Twitter. The Guardian. URL: https://www.theguardian.com/technology/2016/mar/24/tay-microsofts-ai-chatbot-gets-a-crash-course-in-racism-from-twitter (visited on 05/11/2016).
- Image Search API Reference (n.d.). Microsoft Developer Network. Microsoft. URL: https://msdn.microsoft.com/en-us/library/dn760791.aspx (visited on 07/08/2016).
- Indurkhya, Bipin (1997). 'Computers and creativity'. Unpublished manuscript. Based on the keynote speech 'On Modeling Mechanisms of Creativity' delivered at Mind II: Computational Models of Creative Cognition.
- JSON (n.d.). *Introducing JSON*. ECMA-404 The JSON Data Interchange Standard. json.org. URL: http://www.json.org/ (visited on 31/10/2016).
- Jabr, Ferris (2012). **Does Thinking Really Hard Burn More Calories?** Mind. Scientific American. URL: https://www.scientificamerican.com/article/thinking-hard-calories/(visited on 04/11/2016).
- Jarry, Alfred (1996). *Exploits and Opinions of Dr Faustroll, Pataphysician*. Cambridge, MA: Exact Change.
- (2006). Collected Works II Three Early Novels. Ed. by Alastair Brotchie and Paul Edwards. London: Atlas Press.
- JBlum (2007). *pataphysics*. Urban Dictionary. URL: http://www.urbandictionary.com/define.php?term=pataphysics (visited on 10/10/2016).
- Jeh, Glen and Jennifer Widom (2002). 'SimRank: A Measure of Structural Context Similarity'. In: *In KDD*, pp. 538–543.
- Jordanous, Anna (2014). 'Stepping Back to Progress Forwards: Setting Standards for Meta-Evaluation of Computational Creativity'. In: **Proceedings of the Fifth International Conference on Computational Creativity**, pp. 129–136.
- Jordanous, Anna Katerina (2011). 'Evaluating Evaluation: Assessing Progress in Computational Creativity Research'. In: **Proceedings of the Second International Conference on Computational Creativity**.
- (2012). 'Evaluating Computational Creativity: A Standardised Procedure for Evaluating Creative Systems and its Application'. PhD thesis. University of Sussex.

Jordanous, Anna Katerina and Bill Keller (2012). 'Weaving creativity into the Semantic Web: a language-processing approach'. In: *Proceedings of the 3rd International Conference on Computational Creativity*, pp. 216–220.

- Jorn, Asger (1961). 'Pataphysics A Religion In The Making'. In: *Internationale Situationniste* 6.
- Jurafsky, Daniel and James H Martin (2009). **Speech and Language Processing**. London: Pearson Education.
- Kamps, Jaap, Rianne Kaptein and Marijn Koolen (2010). **Using Anchor Text**, **Spam Filtering and Wikipedia for Web Search and Entity Ranking**. Tech. rep. ?
- Kaufman, James C. and Ronald A. Beghetto (2009). 'Beyond big and little: The four c model of creativity'. In: *Review of General Psychology* 13.1, pp. 1–12.
- Kazjon, Grace, John Gero and Rob Saunders (2013). 'Learning how to reinterpret creative problems'. In: **Proceedings of the Fourth International Conference on Computational Creativity**, pp. 113–117.
- Kazjon, Grace and Mary Lou Maher (2013). 'What to expect when you're expecting: The role of unexpectedness in computationally evaluating creativity'. In: Proceedings of the Fifth International Conference on Computational Creativity, pp. 120–128.
- Kim, Youjeong and S. Shyam Sundar (2012). 'Anthropomorphism of computers: Is it mindful or mindless?' In: *Computers in Human Behavior* 28.1, pp. 241–250.
- Kleinberg, Jon M (1999). 'Authoritative sources in a hyperlinked environment'. In: *journal of the ACM* 46.5, pp. 604–632.
- Kleinberg, Jon M et al. (1999). 'The Web as a graph : measurements, models and methods'. In: *Computer*.
- Koestler, Arthur (1964). *The Act of Creation*. London: Hutchinson and Co.
- Kurzweil, Ray (2013). How to Create a Mind. London: Duckworth Overlook.
- Lamb, Carolyn, Daniel Brown and Charles Clarke (2015). 'Human Competence in Creativity Evaluation'. In: **Proceedings of the Sixth International Conference on Computational Creativity**, pp. 102–109.
- Leary, Timothy (1964). 'The effects of test score feedback on creative performance and of drugs on creative experience'. In: *Widening Horizons in Creativity*. Ed. by Taylor. New York: Wiley, pp. 94–96.
- Levenshtein, Vladimir I (1966). 'Binary codes capable of correcting deletions, insertions, and reversals'. In: **Soviet Physics Doklady** 10.8, pp. 707–710.
- Liapis, Antonios et al. (2013). Transforming Exploratory Creativity with DeLeNoX'. In: **Proceedings of the Fourth International Conference on Computational Creativity**, pp. 56–63.
- Luke, Saint (2005). The Gospel According to St. Luke. Ebible.org.

Luo, Fang-fang, Guo-long Chen and Wen-zhong Guo (2005). 'An Improved 'Fish-search' Algorithm for Information Retrieval'. In: **2005 International Conference on Natural Language Processing and Knowledge Engineering**, pp. 523–528.

- Macdonald, Craig (2009). 'The Voting Model for People Search'. In: **Philosophy**. Maeda, John (2001). **Design by Numbers**. MIT Press.
- Maher, Mary Lou, Katherine Brady and Douglas Fisher (2013). 'Computational Models of Surprise in Evaluating Creative Design'. In: **Proceedings of the Fourth International Conference on Computational Creativity**, pp. 147–151.
- Mahogany (n.d.). *Mahogany Opera Group*. URL: http://www.mahoganyoperagroup.co.uk/ (visited on 02/11/2016).
- Malins, Julian and Carole Gray (1995). 'Appropriate research methodologies for artists, designers and craftspersons: research as a learning process'. In: pp. 1–11.
- Manning, Christopher, Prabhakar Raghavan and Hinrich Schuetze (2009). *Introduction to Information Retrieval*. Cambridge UP.
- Marchionini, Gary (2006). 'From finding to understanding'. In: *Communications of the ACM* 49.4, pp. 41–46.
- Marchionini, Gary and Ben Shneiderman (1988). 'Finding facts vs. browsing knowledge in hypertext systems'. In: *Computer* 21.1, pp. 70–80.
- Marcus, Mitchell P, Beatrice Santorini and Mary Ann Marcinkiewicz (1993). 'Building a Large Annotated Corpus of English: The Penn Treebank'. In: **Computational Linguistics** 19.2.
- Matarasso, François (1997). Use or Ornament? The Social Impact of Participation in the Arts. Comedia.
- Mathews, Harry and Alastair Brotchie (2005). *Oulipo Compendium*. London: Atlas Press.
- Mayer, Richard E (1999). 'Fifty Years of Creativity Research'. In: *Handbook of Creativity*. Ed. by Robert J Sternberg. New York: Cambridge University Press. Chap. 22, pp. 449–460.
- Mayhaymate (2012). *File:PageRank-hi-res.png*. Wikimedia Commons. URL: htt ps://commons.wikimedia.org/wiki/File:PageRank-hi-res.png (visited on 18/10/2016).
- McBride, Neil (2012). 'A Robot Ethics: The EPSRC Principles and the Ethical Gap'. In: **AISB / IACAP World Congress 2012 Framework for Responsible Research and Innovation in AI**. July, pp. 10–15.
- McDonald, Keith (2016). A Return to Machine Learning. Medium.com. URL: https://medium.com/@kcimc/a-return-to-machine-learning-2de 3728558eb#.662a854dl (visited on 11/11/2016).

McGregor, Stephen, Geraint Wiggins and Matthew Purver (2014). 'Computational Creativity: A Philosophical Approach, and an Approach to Philosophy'. In: *Proceedings of the Fifth International Conference on Computational Creativity*, pp. 254–262.

- Crawlers (n.d.). *Meet our crawlers*. Webmaster help and how-to. Microsoft Bing. URL: https://www.bing.com/webmaster/help/which-crawlers-does-bing-use-8c184ec0 (visited on 15/10/2016).
- Menabrea, L. F. and Ada Lovelace (1842). 'Sketch of The Analytical Engine, Invented by Charles Babbage'. In: *Bibliotheque Universelle de Geneve* 82.
- Michelsen, Maria Hagsten and Ole Bjorn Michelsen (2016). *Regex Crossword*.

 RegexCrossword.com. URL: http://regexcrossword.com/ (visited on 19/10/2016).

 Microsoft (2012). *Bing Fact Sheet*.
- Microsoft: About Tay and Privacy (2016). Internet Archive Wayback Machine. URL: https://web.archive.org/web/20160414074049/https://www.tay.ai/ (visited on 05/11/2016).
- Microsoft Translator Text Translation (2011). Microsoft DataMarket. Microsoft. URL: https://datamarket.azure.com/dataset/bing/microsoftt ranslator (visited on 07/08/2016).
- Miller, George A. (1995). 'WordNet: a lexical database for English'. In: *Communications of the ACM* 38.11, pp. 39–41.
- Minsky, Marvin (1980). 'K-Lines: A Theory of Memory'. In: *Cognitive Science* 33.4, pp. 117–133.
- (1988). The Society of Mind. Simon and Schuster, p. 336.
- Miyamoto, Sadaaki (1988). Information Retrieval based on Fuzzy Associations.
- (2010). Fuzzy Sets in Information Retrieval and Cluster Analysis (Theory and Decision Library D). Springer, p. 276.
- Miyamoto, Sadaaki and K Nakayama (1986). 'Fuzzy Information Retrieval Based on a Fuzzy Pseudothesaurus'. In: *IEEE Transactions on Systems, Man and Cybernetics* 16.2, pp. 278–282.
- Motte, Warren (2007). *Oulipo, A primer of potential literature*. London: Dalkey Archive Press.
- Mumford, Martin and Dan Ventura (2015). 'The man behind the curtain: Overcoming skepticism about creative computing'. In: **Proceedings of the Sixth International Conference on Computational Creativity**, pp. 1–7.
- Munroe, Randall (2015). *Watson Medical Algorithm*. XKCD. URL: https://xkcd.com/1619/ (visited on 05/11/2016).
- Musée Patamécanique (2016). private communication. 13th Oct. 2016.
- NLTK (n.d.). *Natural Language Toolkit*. NLTK 3.0 documentation. NLTK Project. URL: http://www.nltk.org/ (visited on 18/10/2016).

Neeley, J. Paul (2015). *Introducing the NEW Yossarian*. email communication. 9th Dec. 2015.

- Negrete-Yankelevich, Santiago and Nora Morales-Zaragoza (2014). 'The apprentice framework: planning and assessing creativity'. In: **Proceedings of the Fifth International Conference on Computational Creativity**, pp. 280–283.
- Newell, A, J. G. Shaw and H. A. Simon (1963). *The Process Of Creative Thinking*. New York: Atherton.
- Nick, Z.Z. and P. Themis (2001). 'Web Search Using a Genetic Algorithm'. In: *IEEE Internet Computing* 5.2, pp. 18–26.
- Nicole (2010). *The 10 Most Incredible Google Bombs*. searchenginepeople.com. URL: http://www.searchenginepeople.com/blog/incredible-google-bombs.html (visited on 18/10/2016).
- Nicolescu, Basarab (2010). 'Methodology of Transdisciplinarity Levels of Reality, Logic of the Included'. In: *Transcdisciplinary journal of Engineering and Science* 1.1, pp. 19–38.
- Norton, David, Derrall Heath and Dan Ventura (2015). 'Accounting for Bias in the Evaluation of Creative Computational Systems: An Assessment of DARCI'. In: *Proceedings of the Sixth International Conference on Computational Creativity*, pp. 31–38.
- Oxford Dictionaries pataphysics (2016).
- Partridge, Derek and Jon Rowe (1994). *Computers and Creativity*. Oxford: Intellect.
- Pease, Alison and Simon Colton (2011). 'On impact and evaluation in Computational Creativity: A discussion of the Turing Test and an alternative proposal'. In: **Proceedings of the AISB**.
- Pease, Alison, Simon Colton et al. (2013). 'A Discussion on Serendipity in Creative Systems'. In: *Proceedings of the 4th International Conference on Computational Creativity*. Sydney, Australia: University of Sydney, pp. 64–71.
- Pease, Alison, Daniel Winterstein and Simon Colton (2001). 'Evaluating Machine Creativity'. In: *Proceedings of ICCBR Workshop on Approaches to Creativity*, pp. 129–137.
- Pérez y Pérez, Rafael and Otoniel Ortiz (2013). 'A model for evaluating interestingness in a computer-generated plot'. In: **Proceedings of the Fourth International Conference on Computational Creativity**, pp. 131–138.
- Peters, Tim (2004). **PEP 20 The Zen of Python**. URL: %7Bhttps://www.python.org/dev/peps/pep-0020/%7D (visited on 26/04/2016).
- Piffer, Davide (2012). 'Can creativity be measured? An attempt to clarify the notion of creativity and general directions for future research'. In: *Thinking Skills and Creativity* 7.3, pp. 258–264.

Poincare, Henri (2001). *The Value of Science*. Ed. by Stephen Jay Gould. New York: Modern Library.

- Polya, George (1957). *How To Solve It*. 2nd. Princeton, New Jersey: Princeton University Press.
- Pyper, Martin (2010). *one hundred thousand billion poems*. ME studio. URL: http://www.mestudio.info/2010/02/28/one-hundred-thousand-billio n-poems/ (visited on 11/11/2016).
- Queneau, Raymond (1961). *One Hundred Thousand Billion Poems*. Gallimard. Raczinski, Fania (2016). *Emails*. personal communication. feedback for his bachelor project.
- Raczinski, Fania and Dave Everitt (2016). 'Creative Zombie Apocalypse: A Critique of Computer Creativity Evaluation'. In: *International Symposium of Creative Computing*. Oxford, UK.
- Raczinski, Fania, Hongji Yang and Andrew Hugill (2013). 'Creative Search Using Pataphysics'. In: *Proceedings of the 9th International Conference on Creativity and Cognition*. Sydney, Australia: ACM New York, NY, USA, pp. 274–280.
- Ramesh, V., Robert L. Glass and Iris Vessey (2004). 'Research in computer science: an empirical study'. In: *journaltitle of Systems and Software* 70.1-2, pp. 165–176.
- Rhodes, Mel (1961). 'An analysis of creativity'. In: *The Phi Delta Kappan* 42.7, pp. 305–310.
- Ricciardi, Giovanni (2014). *Pataphysical Search Tool*. Patakosmos.com. URL: http://www.patakosmos.com/tool_pataphysical_search/ (visited on 03/11/2016).
- Ritchie, Graeme (2001). 'Assessing creativity'. In: **AISB '01 Symposium on Artificial Intelligence and Creativity in Arts and Science**. Proceedings of the AISB'01 Symposium on Artificial Intelligence, Creativity in Arts and Science, pp. 3–11.
- (2007). 'Some Empirical Criteria for Attributing Creativity to a Computer Program'. In: *Minds and Machines* 17.1, pp. 67–99.
- (2012). 'A closer look at creativity as search'. In: *International Conference* on *Computational Creativity*, pp. 41-48.
- Ronacher, Armin (2008). *Welcome to Jinja2*. pocoo.org. URL: http://jinja.pocoo.org/docs/dev/ (visited on 01/11/2016).
- (n.d.). **Flask: web development, one drop at a time**. URL: http://flask.pocoo.org/ (visited on 31/10/2016).
- Sawle, James, Fania Raczinski and Hongji Yang (2011). 'A Framework for Creativity in Search Results'. In: *The Third International Conference on Creative Content Technologies*. Rome, pp. 54–57.

Schmidhuber, Juergen (2006a). 'Developmental robotics, optimal artificial curiosity, creativity, music, and the fine arts'. In: *Connection Science* 18.2 (2006), pp. 173–187.

- (2006b). New millennium AI and the Convergence of history. 2006.
- Schuetze, Hinrich (1998). 'Automatic Word Sense Discrimination'. In: *Computational Linguistics*.
- Schuetze, Hinrich and Jan Pedersen (1995). *Information Retrieval Based on Word Senses*.
- Schulman, Ari (2009). 'Why Minds Are Not Like Computers'. In: **The New Atlantis** 23, pp. 46–68.
- Scott, Lee (2014). private communication. 26th May 2014.
- **Search For Creative Images** (n.d.). Getty Images API. Getty. URL: %7Bhttp://developers.gettyimages.com/api/docs/v3/search/images/creative/get/%7D (visited on 07/08/2016).
- **Search: list** (n.d.). YouTube Data API. Google. URL: https://developers.google.com/youtube/v3/docs/search/list (visited on 07/08/2016).
- Searle, John (1980). 'Minds, Brains, and Programs'. In: *Behavioral and Brain Sciences* 3.3, pp. 417–457.
- (1990). Is the Brain a Digital Computer? American Philosophical Association. URL: http://users.ecs.soton.ac.uk/harnad/Papers/Py104/searle.comp.html.
- (1998). 'Brains and Machines: Correcting Some -Famous Mistakes-'. In: Cerebrum.
- (2011). Watson Doesn't Know It Won on 'Jeopardy!' The Wall Street Journal. URL: http://www.wsj.com/articles/SB10001424052748703407304576154 313126987674 (visited on 05/11/2016).
- (2015). **Consciousness in Artificial Intelligence**. Talks at Google. URL: https://youtu.be/rHKwIYsPXLg (visited on 16/08/2016).
- Shakespeare, William (2011). *The Complete Works of William Shakespeare*. Project Gutenberg.
- Shattuck, Roger (1959). The Banquet Years. London: Faber.
- Shu, Bo and Subhash Kak (1999). 'A neural network-based intelligent metasearch engine'. In: *Information Sciences* 120.
- Singh, Push (2005). 'EM-ONE: An Architecture for Reflective Commonsense Thinking'. PhD thesis. Massachusetts Institute of Technology.
- Sophia (2016). **Sophia AI**. Hanson Robotics. URL: http://sophiabot.com/ (visited on 05/11/2016).
- Srinivasan, P (2001). 'Vocabulary mining for information retrieval: rough sets and fuzzy sets'. In: *Information Processing and Management* 37.1, pp. 15–38.
- Stahl, Bernd Carsten, Marina Jirotka and Grace Eden (2013). 'Responsible Research and Innovation in Information and Communication Technology: Identi-

fying and Engaging with the Ethical Implications of ICTs'. In: **Responsible Innovation**. Ed. by Richard Owen. John Wiley and Sons. Chap. 11, pp. 199–218.

- Sternberg, Robert J (1999). *Handbook of creativity*. Cambridge University Press, p. 490.
- Still, Arthur and Mark d'Inverno (2016). 'A History of Creativity for Future AI Research'. In: **Proceedings of the Seventh International Conference on Computational Creativity**, pp. 147–154.
- Stribling, Jeremy, Max Krohn and Dan Aguayo (2016). **SCIgen An Automatic CS Paper Generator**. URL: https://pdos.csail.mit.edu/archive/scige n/ (visited on 05/11/2016).
- Sutcliffe, Alistrair and Mark Ennis (1998). 'Towards a cognitive theory of information retrieval'. In: *Interacting with Computers* 10, pp. 321–351.
- TayandYou (2016). *Tay.AI*. Twitter. URL: https://twitter.com/tayandyou (visited on 05/11/2016).
- Taye, Mohammad Mustafa (2009). 'Ontology Alignment Mechanisms for Improving Web-based Searching'. PhD thesis. De Montort University.
- Text REtrieval Conference (TREC) (2016). National Institute of Standards and Technology. URL: http://trec.nist.gov/ (visited on 20/10/2016).
- The Conference Overview (2014).
- Dada Engine (2016). **The Dada Engine**. dev.null.org. URL: http://dev.null.org/dadaengine/ (visited on 05/11/2016).
- Thomas, Sue et al. (2007). 'Transliteracy: Crossing divides'. In: **First Monday** 12.12.
- Toivanen, Jukka, Matti Järvisalo and Hannu Toivonen (2013). 'Harnessing Constraint Programming for Poetry Composition'. In: **Proceedings of the Fourth International Conference on Computational Creativity**, pp. 160–167.
- Top 500 (2016). **TOP 10 Sites for June 2016**. Top 500. URL: https://www.top500.org/lists/2016/06/ (visited on 04/11/2016).
- Transdisciplinary DMU (2013). *The Pataphysics of the Future*. YouTube. URL: https://www.youtube.com/watch?v=UxYUZMyPE0o (visited on 03/11/2016).
- **TREC Web, Terabyte & Blog Tracks** (2011). Web Research Collections. University of Glasgow. URL: http://ir.dcs.gla.ac.uk/test_collections/ (visited on 20/10/2016).
- Turing, Alan (1950). 'Computing Machinery and Intelligence'. In: *Mind* 59, pp. 433–460.
- (1951). 'Can digital computers think?' In: **BBC Third Programme**.
- (2009). 'Computing Machinery and Intelligence'. In: *Parsing the Turing Test*.
 Ed. by Robert Epstein, Gary Roberts and Grace Beber. Springer. Chap. 3, pp. 23–66.

Copyright (2015). **UK Copyright Law**. Factsheet No. P-01. UK Copyright Service. URL: https://www.copyrightservice.co.uk/ukcs/docs/edupack.pdf (visited on 01/11/2016).

- Veale, Tony (2013a). 'Less Rhyme, More Reason: Knowledge-based Poetry Generation with Feeling, Insight and Wit'. In: **Proceedings of the Fourth International Conference on Computational Creativity**. 2013, pp. 152–159.
- (2013b). 'Once More, With Feeling! Using Creative Affective Metaphors to Express Information Needs'. In: *Proceedings of the Fourth International Conference on Computational Creativity*. 2013, pp. 16–23.
- Velde, Frank van der et al. (2015). 'A Semantic Map for Evaluating Creativity'. In: **Proceedings of the Sixth International Conference on Computational Creativity**, pp. 94–101.
- Ventura, Dan (2008). 'A Reductio Ad Absurdum Experiment in Sufficiency for Evaluating (Computational) Creative Systems'. In: *5th International Joint Workshop on Computational Creativty*. Madrid, Spain.
- Verne, Jules (2010). *A Journey to the Interior of the Earth*. Project Gutenberg. Vries, Erica de (1993). 'Browsing vs Searching'. In: *OCTO report 93/02*.
- Walber (2014). *File:Precisionrecall.svg*. Wikimedia Commons. URL: https://commons.wikimedia.org/wiki/File:Precisionrecall.svg (visited on 20/10/2016).
- Walker, Richard (2012). **The Human Brain Project**. Tech. rep. HBP-PS Consortium.
- Wallas, Graham (1926). The Art of Thought. Jonathan Cape.
- Walsh, Dave (2001). Alfred Jarry: Absinthe, Bicycles and Merdre. Blather.net. URL: http://www.blather.net/theblather/2001/05/alfred_jarry_absinthe_bicycles/ (visited on 15/11/2016).
- **Watson** (n.d.). Go beyond artificial intelligence with Watson. IBM. URL: http://www.ibm.com/watson/ (visited on 05/11/2016).
- Hanson (2016). We bring robots to life. Hanson Robotics. URL: http://www.hansonrobotics.com/ (visited on 05/11/2016).
- WordNet (n.d.). **What is WordNet?** WordNet: A lexical database for English. Princeton University. URL: http://wordnet.princeton.edu (visited on 20/10/2016).
- Wickson, F., A.L. Carew and A.W. Russell (2006). 'Transdisciplinary research: characteristics, quandaries and quality'. In: *Futures* 38.9, pp. 1046–1059.
- Widyantoro, D.H. and J. Yen (2001). 'A fuzzy ontology-based abstract search engine and its user studies'. In: **10th IEEE International Conference on Fuzzy Systems** 2, pp. 1291–1294.
- Wiggins, Geraint A (2006). 'A preliminary framework for description, analysis and comparison of creative systems'. In: *Knowledge Based Systems* 19.7, pp. 449–458.

Winter, Joke de (2016). *ArtyBollocks Generator*. URL: https://artybollocks.com/ (visited on 05/11/2016).

Yang, Hongji (2013). 'Editorial'. In: *International journal of Creative Computing* 1.1, pp. 1–3.

Yossarian (2015). Yossarian.