

CREATIVITY IN THE DIGITAL AGE

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ECAF Interview DMU

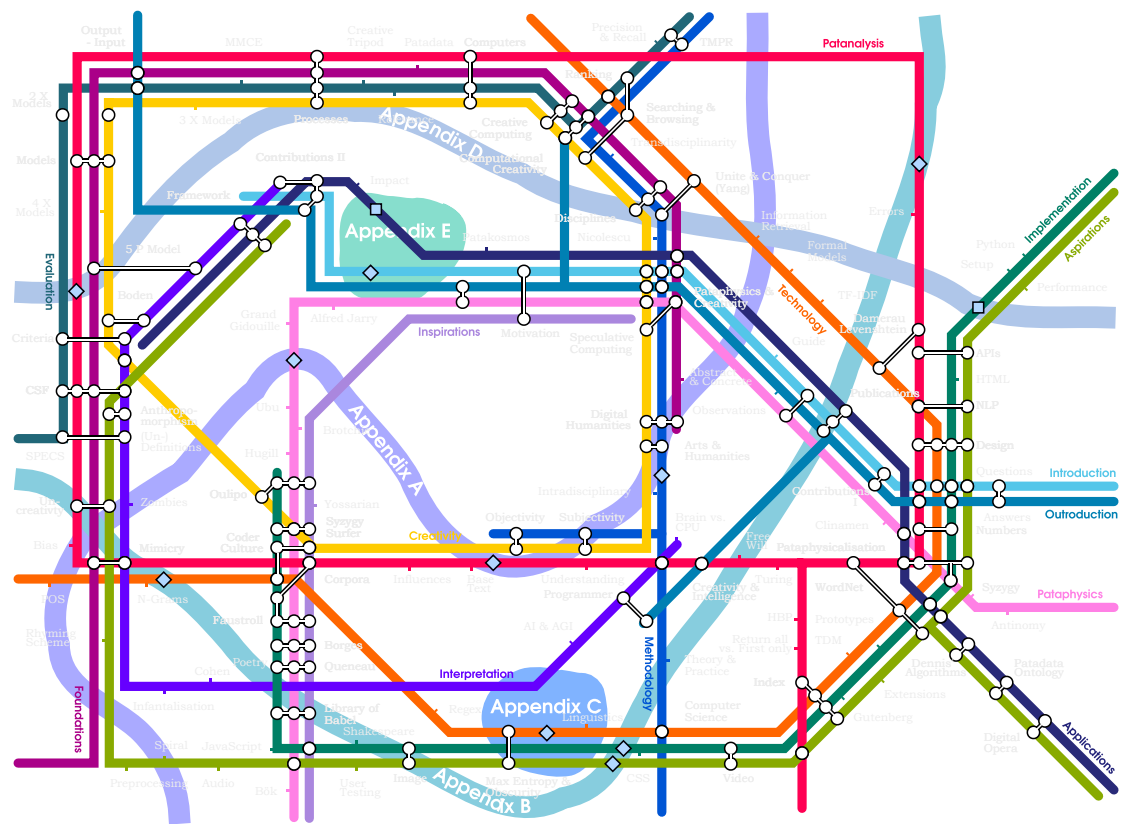
PhD Research

"ALGORITHMIC META-CREATIVITY"

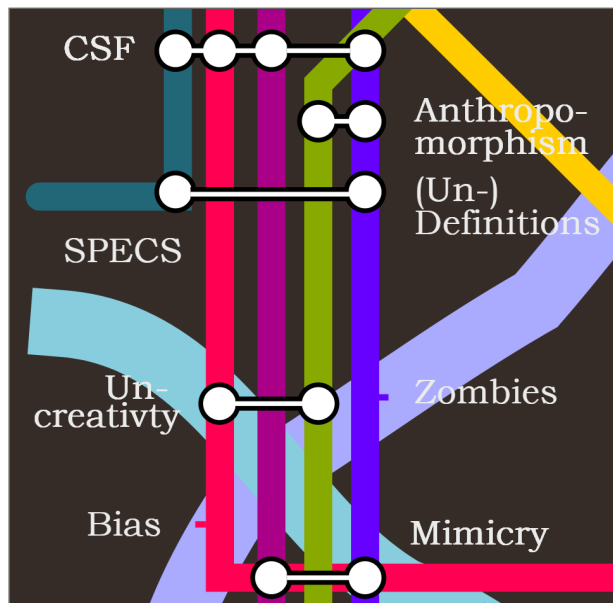
*Creative Computing and Pataphysics for
Computational Creativity*

- framework for evaluating computer creativity
- poetry generating search engine

Research Roadmap

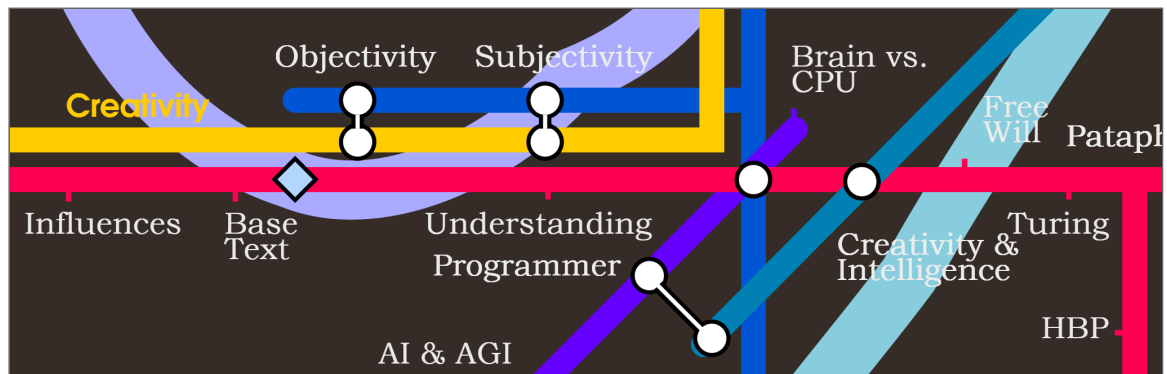


Highlights I - Evaluation



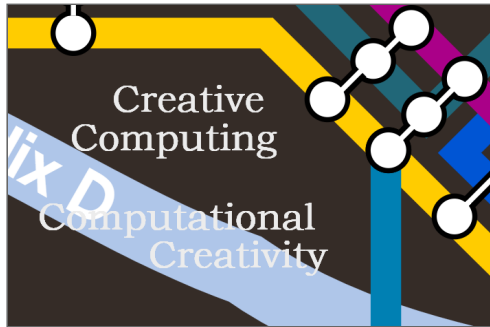
- creativity criteria
- human creativity
- computer creativity
- evaluation frameworks
- evaluation bias
- autonomous evaluation
- creative zombies

Highlights II - Intelligence



- artificial creativity **vs.** artificial intelligence
- e.g. Chinese "Art" Room (Searle)

Highlights III - **comp/creat/comp**



- creative computing **vs.** computational creativity
- algorithmic meta-creativity
- process **vs.** product
- output minus input

Research- Teaching -Research

teaching

my area of research

- programming for the arts
- arts for programmers
- front end web dev.

research

teaching approaches

- lecture delivery
- distance learning
- laboratory teaching
- student engagement

Research Home

research context

- transdisciplinary
 - CEM
 - ADH
 - IoCT
- professional dev.

research outputs

- publications
- open source code
- exhibitions
- practice-based(*)

questions ? answers : thanks