

Submission data for 2023 CORE conference ranking process International Conference on Computational Creativity

João Miguel Cunha, Diarmuid O'Donoghue, Christian Guckelsberger, Tony Veale

Introductory Questions

Conference

Title: International Conference on Computational Creativity Acronym : ICCC Rank: Unranked

Requested Rank

Rank: B

Conference Details

Month: June Publisher: Association for Computational Creativity Bi-annual: False Multiconference: False Component in a multi-conference or umbrella event: False Colocated with other events: True Colocated event description: (1) Doctoral Consortium with 12-17 students & 4-9 senior researchers. (2) Between 1 and 4 Workshops. (3) Between 1 and 4 Tutorials . Event relationship description: These 3 event types are organised by and for the ICCC. Alternative content: True Alternative content description: full papers and short papers

Proceedings Publishing Style

Proceedings Publishing: self-contained Link to most recent proceedings: https://computationalcreativity.net/home/resources/bibliography/#iccc-proceedings Further details: The proceedings are published by the Association for Computational Creativity. An ISBN number is used for each proceedings.

Most Recent Years

Most Recent Year

Year: 2022 URL: http://computationalcreativity.net/iccc22 Location: Bolzano, Italy Papers submitted: 57 Papers published: 22 Acceptance rate: 39 Source for numbers: https://computationalcreativity.net/proceedings/ICCC-2022-Proceedings.pdf

General Chairs

Name: Oliver Kutz

Affiliation: University of Bozen-Bolzano, Italy Gender: M H Index: 31 GScholar url: https://scholar.google.com/citations?user=46NU9sEAAAAJ&hl=it&oi=ao DBLP url: https://dblp.org/pid/38/2192.html Name: Tony Veale Affiliation: University College Dublin, Ireland Gender: M H Index: 39 GScholar url: https://scholar.google.com/citations?user=i8nJh5YAAAAJ&hl=en&oi=ao DBLP url: https://dblp.org/pid/32/2480.html

Program Chairs

Name: Maria M. Hedblom Affiliation: Jönköping University, Sweden Gender: F H Index: 12 GScholar url: https://scholar.google.com/citations?user=QfojOwUAAAAJ&hl=en&oi=ao DBLP url: https://dblp.org/pid/155/7047.html Name: Anna Kantosalo Affiliation: University of Helsinki, Finland Gender: F H Index: 11 GScholar url: https://scholar.google.com/citations?user=lYy1-YOAAAAJ&hl=en&oi=ao DBLP url: https://dblp.org/pid/153/5656.html

Second Most Recent Year

Year: 2021 URL: http://computationalcreativity.net/iccc21/ Location: Mexico City, Mexico Papers submitted: 57 Papers published: 32 Acceptance rate: 56 Source for numbers: https://computationalcreativity.net/proceedings/ICCC-2021-Proceedings.pdf

General Chairs

Name: Rafael Pérez y Pérez Affiliation: Universidad Autónoma Metropolitana (UAM) Cuajimalpa, México Gender: M H Index: 14 GScholar url: https://scholar.google.com/citations?user=cfItZkq0zrUC&hl=en&oi=ao DBLP url: https://dblp.org/pid/86/5545.html

Program Chairs

Name: Andrés Gómez de Silva Garza
Affiliation: Instituto Tecnológico Autónomo de México (ITAM), México
Gender: M
H Index: 6
GScholar url:
DBLP url: https://dblp.org/pid/79/903.html
Name: Tony Veale
Affiliation: University College Dublin, Ireland
Gender: M
H Index: 39
GScholar url: https://scholar.google.com/citations?user=i8nJh5YAAAAJ&hl=en&oi=ao
DBLP url: https://dblp.org/pid/32/2480.html

Third Most Recent Year

Year: 2020 URL: http://computationalcreativity.net/iccc20/ Location: Coimbra, Portugal Papers submitted: 79 Papers published: 43 Acceptance rate: 54 Source for numbers: https://computationalcreativity.net/proceedings/ICCC-2020-Proceedings.pdf

General Chairs

Name: Amílcar Cardoso Affiliation: University of Coimbra, Portugal Gender: M H Index: 29 GScholar url: https://scholar.google.com/citations?user=K4mudeQAAAAJ&hl=en&oi=ao DBLP url: https://dblp.org/pid/40/5913.html

Program Chairs

Name: Penousal Machado Affiliation: University of Coimbra, Portugal Gender: M H Index: 28 GScholar url: https://scholar.google.com/citations?user=dmjtINEAAAAJ&hl=en&oi=ao DBLP url: https://dblp.org/pid/25/3172.html Name: Tony Veale Affiliation: University College Dublin, Ireland Gender: M H Index: 39 GScholar url: https://scholar.google.com/citations?user=i8nJh5YAAAAJ&hl=en&oi=ao DBLP url: https://dblp.org/pid/32/2480.html

Policies

Chair Selection: The organization of each edition of the International Conference on Computational Creativity has the following two main roles: General Chair(s) and Program Chair(s). Below, we describe the processes and criteria for selecting these Chairs as well as Workshop and Tutorials Chairs.

GENERAL CHAIRS The general chair is instrumental in a number of high-level decisions when organizing an annual iteration of ICCC. These include the screening and appointment of programme chairs and related roles, the setting of specific conference objectives and themes, and the fostering and projection of community values throughout the conference. The role is chiefly one of oversight and guidance, so the general chair must be an experienced member of the Computational Creativity community who has served in a senior capacity in earlier iterations of the conference. It is common practice in ICCC for a local chair or a programme chair in one iteration to serve as the general chair of the next, so that the lessons learnt in one year can be exploited in the next. This practice also ensures a direct continuity between the management teams of successive ICCC conferences. The general chair in any given year is approved by the steering committee of the Association for Computational Creativity (ACC) on the preceding basis.

PROGRAM CHAIR(S) ICCC programme chairs are charged with maintaining the quality of the ICCC conference from one year to the next, of gathering and communicating with a highly competent Program Committee, of selecting high-quality papers in any given year, and of ensuring the quality, fairness, and transparency of the reviewing process. The programme chairs must work with the steering committee to agree on key dates and to enforce deadlines. They are also responsible for the scheduling and thematic organization of accepted papers and posters, and must oversee the production of the conference proceedings (which they may organize with the help of a dedicated proceedings chair).

These responsibilities require chairs to bring both experience and expertise to their role. When choosing the programme chair (or co-chairs) for each annual iteration of ICCC, the following qualities are considered:

- Domain relevance and expertise: a prospective chair should be an experienced researcher with a research track record in the area of Computational Creativity, or (in the case of a co-chair) an adjacent research discipline (e.g., another branch of Artificial Intelligence, or a branch of psychology, anthropology, or cognitive science with a clear relevance to creativity studies).

- Experience: ideally, the programme chair will have prior experience in managing the review process of a conference of comparable size, or will have served as a chair or co-chair in an earlier iteration of ICCC. A programme chair will have previously served as a reviewer (or, ideally, a senior reviewer) for ICCC, and may have also served in another chairing capacity, such as the workshop chair or tutorial chair.

- Capacity: a prospective programme chair will have the bandwidth and capacity to discharge their responsibilities in a timely fashion, as outlined in the schedule. To this end, it is often preferrable to appoint two (or, in exceptional circumstances, three) co-chairs to share the workload.

- Complementarity: when two or more co-chairs are appointed in a given year, they should do more than share the work, but should also bring complementary qualities to the job e.g., with regard to diversity, age, experience, and discipline.

- Opportunity: The appointment of multiple co-chairs allows ICCC to foster new talent within the community, and to promote qualities such as diversity (across age, gender, and culture) at the highest levels of the conference. For example, co-chair appointments allow younger members of the community to acquire the skills and experience to manage the scientific programme of a conference by pairing those members with other, more established members.

- Outreach: The appointment of multiple co-chairs also allows ICCC to broaden its remit and appeal into adjacent disciplines, by appointing a co-chair from an area other than Computational Creativity. In these cases, a co-chairing arrangement is necessary, so that another co-chair can bring the relevant experience and values of the Computational Creativity field to the role.

- Values: The chosen chair / co-chairs must serve the conference and the community, and must work to preserve the values and the identity of Computational Creativity as a distinct research area. Chairs must do this even as they work to strengthen the field's ties and relevance to adjacent areas of research and scholarship.

OTHER CHAIRS: Where possible, similar criteria are used to appoint chairs for other important roles, such as workshop and tutorial chair, publicity chair, proceedings chair and doctoral consortium chair. However, ICCC also recognizes that these ancillary chairs offer an excellent basis for individual growth within the community. As such, enthusiasm, and a strong work ethic are as important a deciding factor as experience when appointing individuals to these roles. Worthy of special mention are the chairs of Workshop and tutorial, who are expected to work in concert with the programme chair(s), and to rely on the latter for guidance and advice. Policy name: ICCC Declaration of Values

Policy url: https://computationalcreativity.net/iccc23/declaration-of-values/ Policy name: ACC Policies Policy url: https://computationalcreativity.net/home/conferences/ Policy name: Reviewer Best Practices Policy url: https://computationalcreativity.net/iccc23/reviewer-best-practices/

Program Committee

Link to pc: https://computationalcreativity.net/iccc23/program-committee/ File: http://portal.core.edu.au/core/media/2023/pc_members/pc_NFaPpAW.txt H-index plot: http://portal.core.edu.au/core/media/2023/pc_graphs/higherrank_hindex_buckets_2127.png

Information contained within these graphs is derived using the Elsevier Scopus Database 2023. Scopus h-index is generally about 30% lower than Google Scholar h-index.



Publishing of established researchers in the PC

http://portal.core.edu.au/core/media/2023/conf_submissions_clean_spc/higherrank2127_spc_report.csv WPP Report: http://portal.core.edu.au/core/media/2023/wpp_reports/xXd2ZyR0.txt

1. International Conference on Computational Creativity (ICCC) Core Rank: Unranked

This venue was published at 92 times by 21 of 29 individuals in the last 5+ years.

The individuals that publish at this venue are: Simon Colton(20), Penousal Machado(11), Tony Veale(10), Mary Lou Maher(8), Pablo Gervas(7), Geraint A. Wiggins(6), Senja Pollak(6), Piotr W. Mirowski(4), Tapio Takala(4), Brian S.

Liapis(2), Julian Togelius(2), Lonce L. Wyse(2), Tomi Mannisto(2), Georgios N. Yannakakis(1), Rafael Penaloza(1)
In 2018, there were 23 publications by 13 individuals: Antonios Liapis, Geraint A. Wiggins, Julian Togelius, Mary Lou Maher, Nada Lavrac, Oliver Kutz, Pablo Gervas, Penousal Machado, Philippe Pasquier, Rafael Penaloza, Senja Pollak, Simon Colton, Tony Veale
In 2019, there were 17 publications by 9 individuals: Brian S. Magerko, Geraint A. Wiggins, Julian Togelius, Lonce L. Wyse, Mary Lou Maher, Pablo Gervas, Penousal Machado, Simon Colton, Tony Veale
In 2020, there were 22 publications by 13 individuals: Brian S. Magerko, Geraint A. Wiggins, Jon McCormack, Mary Lou Maher, Nada Lavrac, Oliver Bown 0001, Penousal Machado, Piotr W. Mirowski, Senja Pollak, Simon Colton, Tapio Takala, Tony Veale
In 2021, there were 18 publications by 13 individuals: Brian S. Magerko, Geraint A. Wiggins, Mary Lou Maher, Nada Lavrac, Oliver Bown 0001, Oliver Kutz, Pablo Gervas, Penousal Machado, Piotr W. Mirowski, Senja Pollak, Simon Colton, Tapio Takala, Tony Veale
In 2021, there were 18 publications by 13 individuals: Brian S. Magerko, Geraint A. Wiggins, Mary Lou Maher, Nada Lavrac, Oliver Bown 0001, Oliver Kutz, Pablo Gervas, Penousal Machado, Piotr W. Mirowski, Senja Pollak, Simon Colton, Tapio Takala, Tony Veale
In 2022, there were 12 publications by 11 individuals: Antonios Liapis, Georgios N. Yannakakis, Oliver Bown 0001, Oliver Kutz, Pablo Gervas, Philippe Pasquier, Piotr W. Mirowski, Senja Pollak, Simon Colton, Tomi Mannisto, Tony Veale

Magerko(3), Jon McCormack(3), Nada Lavrac(3), Oliver Bown 0001(3), Oliver Kutz(3), Philippe Pasquier(3), Antonios

21 out of the 29 individuals published at this venue in 1 or more years 17 out of the 29 individuals published at this venue in 2 or more years 12 out of the 29 individuals published at this venue in 3 or more years 7 out of the 29 individuals published at this venue in 4 or more years 2 out of the 29 individuals published at this venue in 5 or more years

Centile graphs of paper metrics



Top People Involvement

name: Devi Parikh

h-index: 79

Google Scholar URL: https://scholar.google.com/citations?hl=en&user=ijpYJQwAAAAJ

Justification: Citations: 51640 – Sigma XI Young Faculty Award (Georgia Tech), 2018 – Forbes' list of 20 "Incredible Women Advancing A.I. Research" – IJCAI Computers and Thought Award, 2017

More info: https://faculty.cc.gatech.edu/~parikh/Parikh_CV.pdf Paper counts:

| | Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: | |
|--|--------------|---------------------|--------------------|---------------------|--------------------|--|
| | 0 | 1 | 5 | 1 | 0 | |

Attendance: Sometimes (20-50% of the time)

name: Julian Togelius

h-index: 73

Google Scholar URL: https://scholar.google.com/citations?hl=en&user=lr4I9BwAAAAJ

Justification: Citations: 19711 - 2020 IEEE Computational Intelligence Society (CIS) Outstanding Early Career award for his contributions to the field of computational intelligence and games.

https://engineering.nyu.edu/news/julian-togelius-honored-ieee-early-career-award

More info: http://julian.togelius.com/

Paper counts:

| Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: |
|--------------|---------------------|--------------------|---------------------|--------------------|
| 0 | 0 | 0 | 1 | 1 |

| Attendance: Sor | Attendance: Sometimes (20-50% of the time) | | | | |
|--|--|------------------------|--|-----------------------|-----------------------------------|
| name: Aaron He | name: Aaron Hertzmann | | | | |
| h-index: 67 | I I DI • https://sehelen | | | A Tob 7 0 | |
| Justification: City | ortions: 25118 - IEEE E | .google.com/cltat1 | .ons (user=2cw02AEAAA - ACM Fellow (elected | AJ&n1=en&01=a0 | w (2010-2013) - LUST |
| Honorable Menti | ion Paper Award 2017 | – CHI Honorable Mer | tion Paper Award 201 | 7 – CHI Honorable N | Mention Paper Award 2015 |
| More info: http: | ://www.dgp.toronto.ec | lu/~hertzman/cv.ht | ml | | |
| Paper counts: | 01 | | | | |
| Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: | |
| 1 | 0 | 0 | 0 | 0 | |
| Attendance: Sor | netimes (20-50% of the | time) | | | - |
| name: Georgios | N. Yannakakis | | | | |
| h-index: 63 | | | | | |
| Google Scholar | URL: https://scholar | .google.com/citati | .ons?hl=en&user=nj4b | kJkAAAAJ | |
| Justification: Cit | ations: 14431 – IEEE C | IS Outstanding Paper | r Award, IEEE Transac | tions on Computation | nal Intelligence and AI in Games |
| for the paper Cro | pwdsourcing the Aesthe | tics of Platform Game | es. – Most Influential P | aper Award, IEEE Tr | ansactions on Affective |
| Computing, for t | he paper Experience-Di | iven Procedural Cont | tent Generation. The a | ward was presented | at the Affective Computing and |
| Execulance for the | ction Conference, 2015. | - European Learning | g Game Award by the (| Games and Learning | J Alliance (GALA) Network of |
| More info: https | e village voices Game | | v project), 2013. | | |
| Paper counts: | ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,, | | | | |
| Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: |] |
| 1 | 0 | 0 | 0 | 0 | |
| Attendance: Sor | metimes (20-50% of the | time) | I | | - |
| name: Hannu To | pivonen | | | | |
| h-index: 60 | | | | | |
| Google Scholar | URL: https://scholar | .google.com/citati | .ons?hl=en&user=izZX | -EEAAAAJ | |
| Justification: Cita | ations: 26288 – Prograr | nme Chair of IEEE IC | DM 2014, a leading da | ata mining conference | e – Program Chair of the AI, Arts |
| & Creativity spec | cial track of IJCAI 2022. | | | | |
| More info: https | s://www.helsinki.fi/e | en/researchgroups/ | computational-creat | ivity-and-data-mi | ning/people/hannu-toivonen |
| Paper counts: | | | | | 1 |
| | | | | | |
| Attendance: Sor | netimes (20-50% of the | time) | I | I |] |
| | | | | | |
| name: Mary Lou | I Maner | | | | |
| n-index: 59 Google Scholar | IIDI · https://acholom | moomlo com/citoti | ana2h1 = an lana an = 0.000 | | |
| Justification: Cit | ations: 12706 - Receive | d the 2023 NCWIT F | Jarrold and Notkin Awa | rd – Invited Disting | ushed Speaker in Creative |
| Technologies at | Aalto University. Helsin | ki. Finland. October 2 | 022. – Outstanding Re | search Award. Colle | ae of Computing and |
| Informatics, UNC | Informatics, UNC Charlotte, May 2022 | | | | |
| More info: http://maryloumaher.net/Maher-CV2023.pdf | | | | | |
| Paper counts: | | | | | |
| Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: | |
| 0 | 3 | 1 | 1 | 2 | |
| Attendance: Utten (50-80% of the time) | | | | | |
| name: Mark Riedl | | | | | |
| h-index: 50 | | | | | |
| Google Scholar URL: https://scholar.google.com/citations?hl=en&user=Yg_QjxcAAAAJ | | | | | |
| Justification: Cit | ations: 9493 – DARPA | Young Faculty Award | – NSF CAREER Awar | d. | |
| Nore info: http: | ://eilab.gatech.edu/r | nark-riedl.html | | | |
| Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: | 1 |
| 0 | | 1 | 1 | 1 | |
| - | | · · | · · | · · | J |

 0
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 Attendance: Occasionally (< 20% of the time)</td>

name: Geraint Wiggins

h-index: 47

Google Scholar URL: https://scholar.google.com/citations?hl=en&user=7AMurB4AAAAJ

Justification: Citations: 8171 – Chair of The Society for the Study of Artificial Intelligence and Simulation of Behaviour – Chair of the Association for Computational Creativity (ACC)

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More info: https://ai.vub.ac.be/sites/default/files/long_cv.pdf
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Paper counts:

| Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: |
|--------------|---------------------|--------------------|---------------------|--------------------|
| 0 | 2 | 1 | 1 | 2 |

Attendance: Almost always (>80% of the time)

| name: Tony Vea | le | | | | | | |
|--|--------------------------|-----------------------|-----------------------|-------------------------|-------------------------------|--|--|
| h-index: 39 | | | | | | | |
| Google Scholar | URL: https://scholar | .google.com/citati | ons?hl=en&user=i8nJ | h5YAAAAJ | | | |
| Justification: Cita | ations: 6698 – Written / | co-written four monog | graphs on computation | al creativity, has co-e | edited several others, and is | | |
| frequently invited | d to speak about CC at i | nternational conferen | ces and summer scho | ols. | | | |
| More info: https | s://afflatus.ucd.ie/ | | | | | | |
| Paper counts: | Paper counts: | | | | | | |
| Most Recent: | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: | | | |
| 1 | 2 | 1 | 2 | 4 | | | |
| Attendance: Almost always (>80% of the time) | | | | | | | |

name: Simon Colton

h-index: 38

Google Scholar URL: https://scholar.google.com/citations?user=L6GPVfcAAAAJ&hl=en&oi=ao

Justification: Citations: 9067 – Professor of computational creativity, generative artist and app developer. He has led projects leading to large software installations challenging assumptions about creativity, including The Painting Fool automated artist, the HR generative mathematics system(s), the Whatlf Machine fictional ideation engine, the Wevva casual game creator and the Art Done Quick visual art casual creator. – EPSRC Leadership Fellow and European Research Area Chair. – He has exhibited artworks in 1 solo and 12 group exhibitions in London, Paris, Brussels, Lisbon and Falmouth, and he has demonstrated creative software in places like New Scientist Live and the London Science Museum. – Author of more than 300 refereed journal and conference papers, approximately 9000 citations, an h-index of 38, and an i10-index of 114.

More info: https://imaginative.ai/wp/simon-colton/ Paper counts:

| Most Recent: | | Second most recent: | Third most recent: | Fourth most recent: | Fifth most recent: | | | |
|--------------|---|---------------------|--------------------|---------------------|--------------------|--|--|--|
| | 3 | 4 | 5 | 3 | 5 | | | |
| 1 | | | | | | | | |

Attendance: Almost always (>80% of the time)

Additional Data

Google Scholar Data

Sub-category url: https://scholar.google.com.au/citations?view_op=top_venues&hl=en&vq=eng_artificialintelligence Position in sub-category: 20+ h5 index of 20th item in category: 64

h5 index for this conference: 18

Relationship to similar conferences

Partial ordering of similar conferences in the area, with argument as to where the current venue fits and why:

ICCC relates to other conferences in the areas of Artificial Intelligence and Art. Nevertheless, ICCC is the only annual scientific event in the area of "Computational Creativity".

The 10 related conferences are presented in three groups. First are topically the closest. The second group are top ranked AI conferences, while the last group are related to the artistic domain.

1. (1999-present) ACM Creativity & Cognition - C&C - A ERA 2010 (h5-index 17)

2. (2012-present) International Conference on Artificial Intelligence in Music, Sound, Art and Design (part of EvoStar) - EvoMusArt - CORE-unranked (h5-index 12).

These two conferences are thematically closest to ICCC. However, C&C focuses on human creative processes and creative support tools, but not autonomous creativity in artificial intelligence systems. EvoMusArt (part of the EvoStar conference) focuses on the use of biologically-inspired AI such as evolutionary and swarm algorithms in eminent creative tasks (e.g. visual art and music generation), while ICCC invites work leveraging any form of AI and a broader spectrum of creative tasks, including creativity in development and creative decision-making.

— GROUP B: Artificial Intelligence

3. Association for the Advancement of Artificial Intelligence (previously called National Conference of the American Association for Artificial Intelligence) - AAAI - A* CORE 2021 (h5-index 180)

4. International Joint Conference on Artificial Intelligence - IJCAI - A* CORE 2021 (h5-index 120); IJCAI 2022 & 2023 held special tracks on "AI, The Arts and Creativity"

5. European Conference on Artificial Intelligence - ECAI - A CORE 2021 (h5-index 23)

6. International Natural Language Generation Conference - INLG - B CORE 2021 (h5-index 29)

These are highly ranked academic conferences inspired by "normal" human intelligence, but not focused on creativity and the true novelty that creativity necessitates. Some ICCC researchers argue that creative novelty lies beyond the scope of Turing's imitation game. ICCC focuses on computers being autonomous creators in their own right, with a strong requirement for creative novelty across creative disciplines including: poetry, art, music, opera, design innovation, creativity support, creative ideation, cooking, etc.

From these, we highlight IJCAI (considered the main AI conference), which often accepts papers on AI and the arts and has acknowledged the growing interest in the area by hosting special tracks on the topic ("AI and the Arts" in 2015 and "AI The Arts And Creativity" in 2022 and 2023). IJCAI (CORE Ranking A*) is considered "stronger" than ICCC.

Note that none of these higher-ranked venues considers creativity in combination with AI, which makes ICCC very unique.

— GROUP C: Art in an electronic medium.

7. (2009-present) Arts and Technology (ArtsIT) - C CORE 2021 (h5-index not found)

8. (1988-present) International Symposium on Electronic Art (ISEA) (h5-index not found).

9. (1979-present) ARS Electronica Festival (h5-index not found).

10. (2012-present) Conference on Computation, Communication, Aesthetics & X (xCoAx) (h5-index not found)

Here the artistic medium is electronic, but unlike ICCC the central method behind the genesis of that art remains mostly human. The primary creative responsibility remains with the artist, working in an electronic medium (focus on the presentation of artworks). These are not listed or ranked by CORE, with the exception of ArtsIT (ranked C in CORE 2021). We consider these conferences as clearly "weaker" than ICCC.

NOTE: The predatory (

https://www.theguardian.com/technology/2018/aug/10/predatory-publishers-the-journals-who-churn-out-fake-science) publisher WASET hosts a conference using the same ICCC name, running multiple times per year. However, our DBLP and Google scholar entries exclude all connections with that venue.

Other Information

Other Relvant Info

Other relevant information: —— FIELD OF RESEARCH CODES (related to A section)

We were not able to change the Field of Research Codes, which current lists the code "46".

We believe that the most suitable codes at the moment are the following:

- 4602 Artificial Intelligence

- 4608 Human-centred computing

- 4607 Graphics, augmented reality and games

We hope "creative Al" or "computational creativity" will eventually be added as a research code.

------ Program Committee and Review Process (related to D section)

For Program Committee we have provided a list that is the result of the combination of Senior Program Committee and Regular Program Committee.

Some information regarding the review process:

- submissions are first allocated to 3-4 Program Commitee members, who write reviews aligned with the guidelines provided at ICCC website (https://computationalcreativity.net/iccc23/reviewer-best-practices/) and given by the edition's Program Chairs. - a metareviewer is assigned to each submissio. Their tasks involve moderating discussion between reviewers, writing a metareview that takes into account the discussion and the reviews previously written, and advocating for either acceptance or rejection.

—— GOOGLE SCHOLAR RANKS (related to E section)

We selected "Artificial Intelligence" as the most appropriate google scholar subcategory for ICCC.

Relevance of the Turing Test to Creativity has been widely discussed (

https://scholar.google.com/scholar?hl=en&as_sdt=0%2C5&q=creativity+turing+test&btnG=). This deserves to be borne in mind when comparing ICCC to the top ranked conferences on Artificial Intelligence.

The field is highly interdisciplinary and we consider that none of the GS subcategories fits it perfectly. There are other subcategories that relate to the topics of ICCC (h5 index 18)

- Computational Linguistics, h5 index of 20th element: 26

- Computer Graphics, h5 index of 20th element: 12

- Human Computer Interaction, h5 index of 20th element: 33

- Multimedia, h5 index of 20th element: 23

------ SCOPUS

Most of the previous editions of ICCC are in SCOPUS (see below). In order to include the missing editions, we have been in contact with Elsevier for the past 2 months, sending multiple e-mails and calling their support number. Despite our efforts, we have not received any reply from the team that deals with indexation.

2010:

https://www.scopus.com/inward/record.url?eid=2-s2.0-84866012856&partnerID=40&md5=7293ead60e80105afa8ee7e91411964b 2011:

https://www.scopus.com/inward/record.url?eid=2-s2.0-84866039212&partnerID=40&md5=460a2a01278260d31f13ee8bcbc981c2 2012:

https://www.scopus.com/inward/record.url?eid=2-s2.0-84984832800&partnerID=40&md5=7bafc6bce034f1faa3922ea2691f5bc4 2013:

https://www.scopus.com/inward/record.url?eid=2-s2.0-85086287944&partnerID=40&md5=4f63fd3b7237be45a69d686e9d0d7c8c 2014:

https://www.scopus.com/inward/record.url?eid=2-s2.0-85086287694&partnerID=40&md5=32265869687b1843795421bf0c2edc1c 2015:

https://www.scopus.com/inward/record.url?eid=2-s2.0-85087636213&partnerID=40&md5=1e00de7b72950a89bc6a741cdb37d4d8 2016:

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Attachments

N/A

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