



Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines)

From Ingramcontent

Download now

Read Online ➔

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent

Computational Creativity, Concept Invention, and General Intelligence in their own right all are flourishing research disciplines producing surprising and captivating results that continuously influence and change our view on where the limits of intelligent machines lie, each day pushing the boundaries a bit further. By 2014, all three fields also have left their marks on everyday life – machine-composed music has been performed in concert halls, automated theorem provers are accepted tools in enterprises' R&D departments, and cognitive architectures are being integrated in pilot assistance systems for next generation airplanes. Still, although the corresponding aims and goals are clearly similar (as are the common methods and approaches), the developments in each of these areas have happened mostly individually within the respective community and without closer relationships to the goings-on in the other two disciplines. In order to overcome this gap and to provide a common platform for interaction and exchange between the different directions, the International Workshops on “Computational Creativity, Concept Invention, and General Intelligence” (C3GI) have been started. At ECAI-2012 and IJCAI-2013, the first and second edition of C3GI each gathered researchers from all three fields, presenting recent developments and results from their research and in dialogue and joint debates bridging the disciplinary boundaries. The chapters contained in this book are based on expanded versions of accepted contributions to the workshops and additional selected contributions by renowned researchers in the relevant fields. Individually, they give an account of the state-of-the-art in their respective area, discussing both, theoretical approaches as well as implemented systems. When taken together and looked at from an integrative perspective, the book in its totality offers a starting point for a (re)integration of Computational Creativity, Concept Invention, and General Intelligence, making visible common lines of work and theoretical underpinnings, and pointing at chances and opportunities arising from the interplay of the three fields.

 [**Download** Computational Creativity Research: Towards Creativ ...pdf](#)

 [**Read Online** Computational Creativity Research: Towards Creat ...pdf](#)

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines)

From Ingramcontent

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent

Computational Creativity, Concept Invention, and General Intelligence in their own right all are flourishing research disciplines producing surprising and captivating results that continuously influence and change our view on where the limits of intelligent machines lie, each day pushing the boundaries a bit further. By 2014, all three fields also have left their marks on everyday life – machine-composed music has been performed in concert halls, automated theorem provers are accepted tools in enterprises' R&D departments, and cognitive architectures are being integrated in pilot assistance systems for next generation airplanes. Still, although the corresponding aims and goals are clearly similar (as are the common methods and approaches), the developments in each of these areas have happened mostly individually within the respective community and without closer relationships to the goings-on in the other two disciplines. In order to overcome this gap and to provide a common platform for interaction and exchange between the different directions, the International Workshops on "Computational Creativity, Concept Invention, and General Intelligence" (C3GI) have been started. At ECAI-2012 and IJCAI-2013, the first and second edition of C3GI each gathered researchers from all three fields, presenting recent developments and results from their research and in dialogue and joint debates bridging the disciplinary boundaries. The chapters contained in this book are based on expanded versions of accepted contributions to the workshops and additional selected contributions by renowned researchers in the relevant fields. Individually, they give an account of the state-of-the-art in their respective area, discussing both, theoretical approaches as well as implemented systems. When taken together and looked at from an integrative perspective, the book in its totality offers a starting point for a (re)integration of Computational Creativity, Concept Invention, and General Intelligence, making visible common lines of work and theoretical underpinnings, and pointing at chances and opportunities arising from the interplay of the three fields.

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent Bibliography

- Rank: #3806025 in Books
- Brand: Ingramcontent
- Published on: 2014-12-04
- Original language: English
- Number of items: 1
- Dimensions: 9.21" h x .94" w x 6.14" l, 1.76 pounds
- Binding: Hardcover
- 406 pages

 [Download Computational Creativity Research: Towards Creativ ...pdf](#)

 [Read Online Computational Creativity Research: Towards Creat ...pdf](#)

Editorial Review

From the Back Cover

Computational Creativity, Concept Invention, and General Intelligence in their own right all are flourishing research disciplines producing surprising and captivating results that continuously influence and change our view on where the limits of intelligent machines lie, each day pushing the boundaries a bit further. By 2014, all three fields also have left their marks on everyday life – machine-composed music has been performed in concert halls, automated theorem provers are accepted tools in enterprises' R&D departments, and cognitive architectures are being integrated in pilot assistance systems for next generation airplanes. Still, although the corresponding aims and goals are clearly similar (as are the common methods and approaches), the developments in each of these areas have happened mostly individually within the respective community and without closer relationships to the goings-on in the other two disciplines. In order to overcome this gap and to provide a common platform for interaction and exchange between the different directions, the International Workshops on “Computational Creativity, Concept Invention, and General Intelligence” (C3GI) have been started. At ECAI-2012 and IJCAI-2013, the first and second edition of C3GI each gathered researchers from all three fields, presenting recent developments and results from their research and in dialogue and joint debates bridging the disciplinary boundaries. The chapters contained in this book are based on expanded versions of accepted contributions to the workshops and additional selected contributions by renowned researchers in the relevant fields. Individually, they give an account of the state-of-the-art in their respective area, discussing both, theoretical approaches as well as implemented systems. When taken together and looked at from an integrative perspective, the book in its totality offers a starting point for a (re)integration of Computational Creativity, Concept Invention, and General Intelligence, making visible common lines of work and theoretical underpinnings, and pointing at chances and opportunities arising from the interplay of the three fields.

Users Review

From reader reviews:

Faye Wilson:

Book is to be different for every grade. Book for children until adult are different content. As it is known to us that book is very important normally. The book Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) ended up being making you to know about other knowledge and of course you can take more information. It is very advantages for you. The publication Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) is not only giving you more new information but also to become your friend when you feel bored. You can spend your spend time to read your book. Try to make relationship using the book Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines). You never sense lose out for everything in case you read some books.

James Sharpton:

This book untitled Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) to be one of several books this best seller in this year, that is because when you read this guide

you can get a lot of benefit upon it. You will easily to buy this book in the book retailer or you can order it by using online. The publisher of the book sells the e-book too. It makes you easier to read this book, because you can read this book in your Mobile phone. So there is no reason to your account to past this reserve from your list.

Adam Schneider:

Many people spending their time frame by playing outside using friends, fun activity using family or just watching TV the whole day. You can have new activity to shell out your whole day by looking at a book. Ugh, do you consider reading a book really can hard because you have to bring the book everywhere? It all right you can have the e-book, getting everywhere you want in your Touch screen phone. Like Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) which is getting the e-book version. So , why not try out this book? Let's see.

Brandon Inouye:

Do you like reading a e-book? Confuse to looking for your chosen book? Or your book was rare? Why so many issue for the book? But any kind of people feel that they enjoy with regard to reading. Some people likes reading, not only science book but in addition novel and Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) or even others sources were given know-how for you. After you know how the truly great a book, you feel want to read more and more. Science e-book was created for teacher or students especially. Those publications are helping them to add their knowledge. In other case, beside science reserve, any other book likes Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) to make your spare time far more colorful. Many types of book like this.

Download and Read Online Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent #CG4I6TOZ7FK

Read Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent for online ebook

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent books to read online.

Online Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent ebook PDF download

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent Doc

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent Mobipocket

Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent EPub

CG4I6TOZ7FK: Computational Creativity Research: Towards Creative Machines (Atlantis Thinking Machines) From Ingramcontent