

Artificial Creative Systems

Multi-agent Simulations of Social Creativity

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Join "Social Creativity" and open:

<http://social-creativity.local/~rob/autumn/>



A Systems View of Creativity

Domain

artefacts, descriptions, practices, laws

Individual

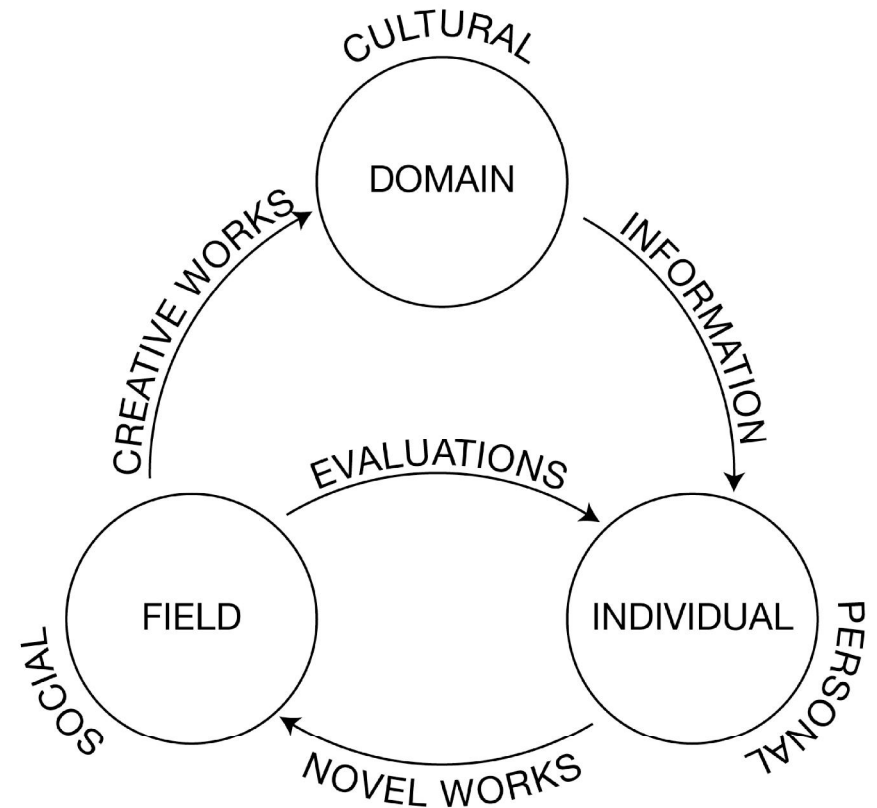
generator of novelty

Field

peers and other gatekeepers

Interaction

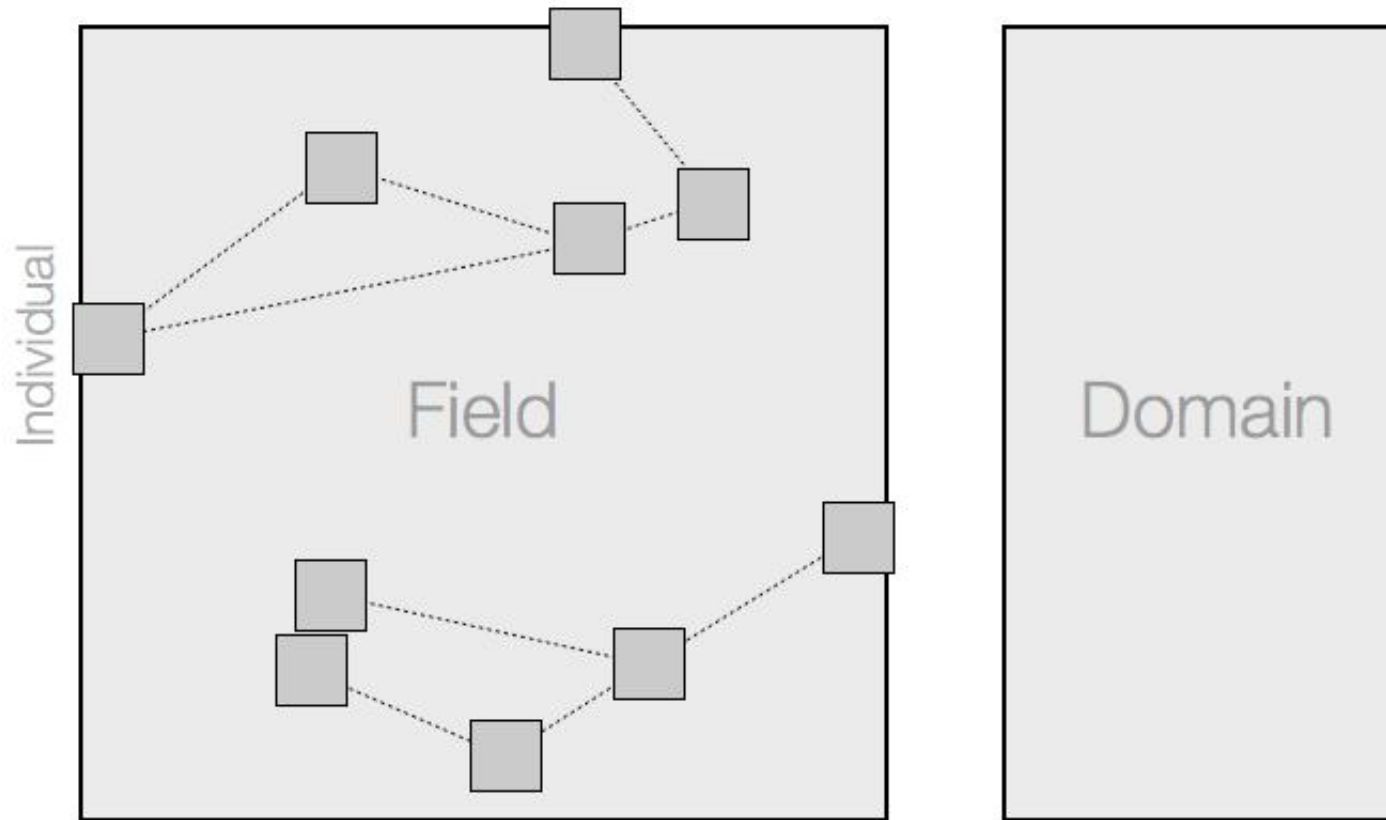
flow of information between components



Csikszentmihalyi's System View of Creativity

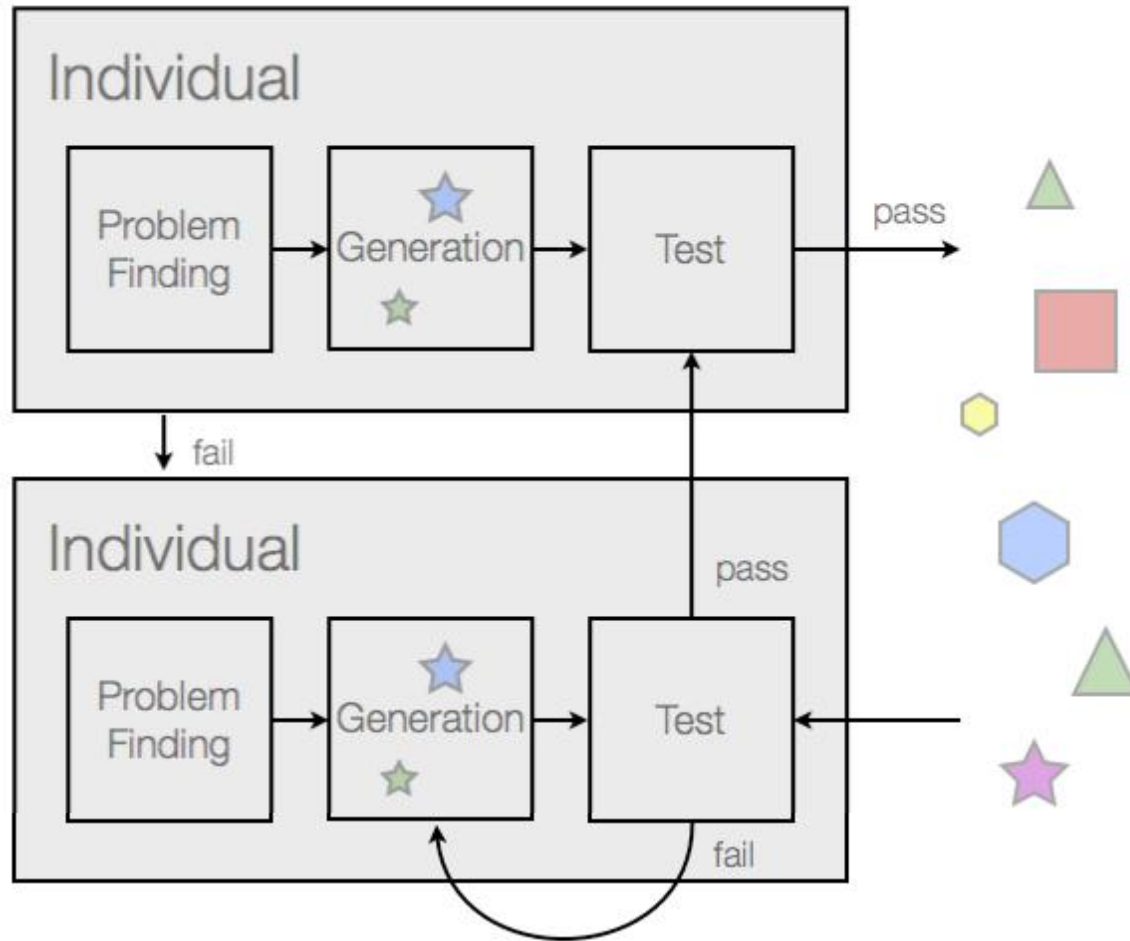
The Field

Artificial Creative Systems



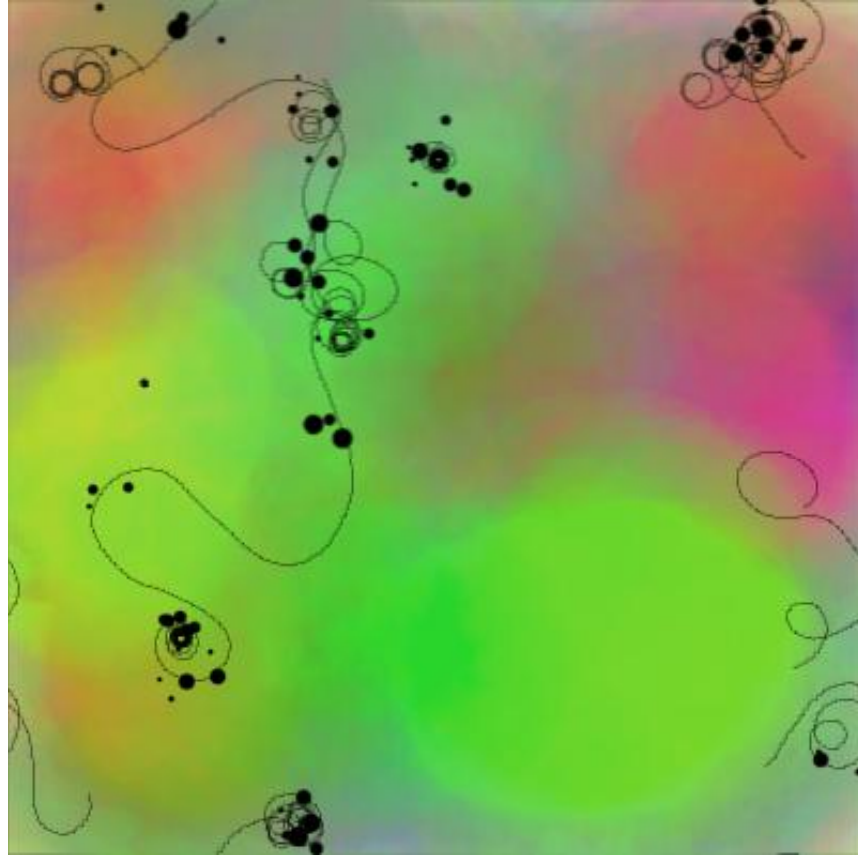
The Individual

Requirements of an Agent

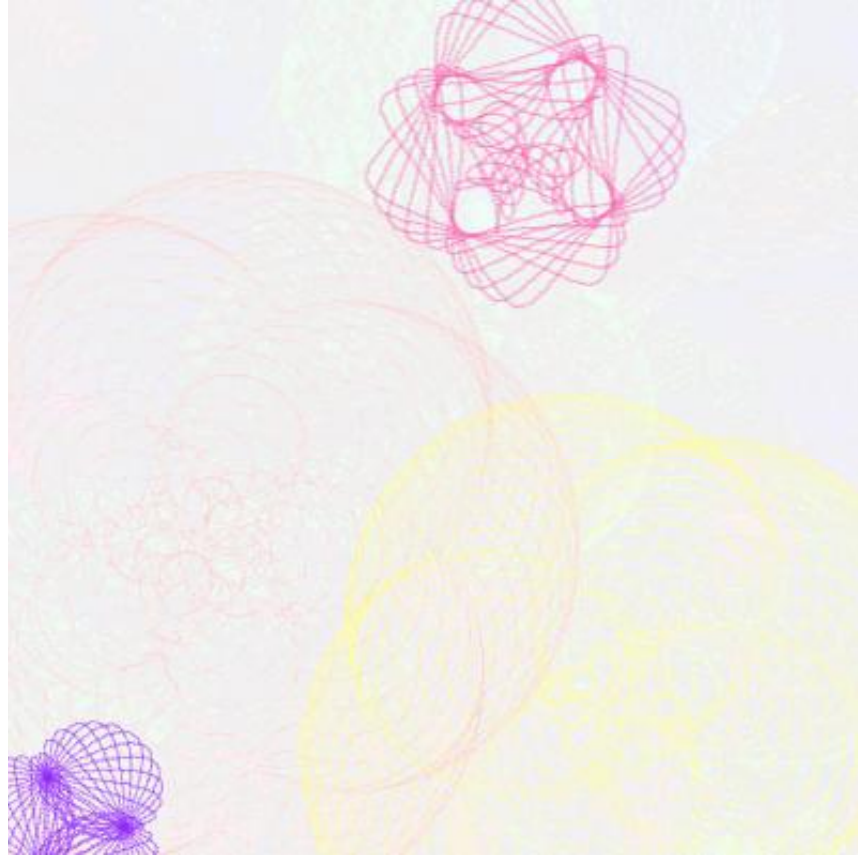


Generative Systems

Direct Manipulation

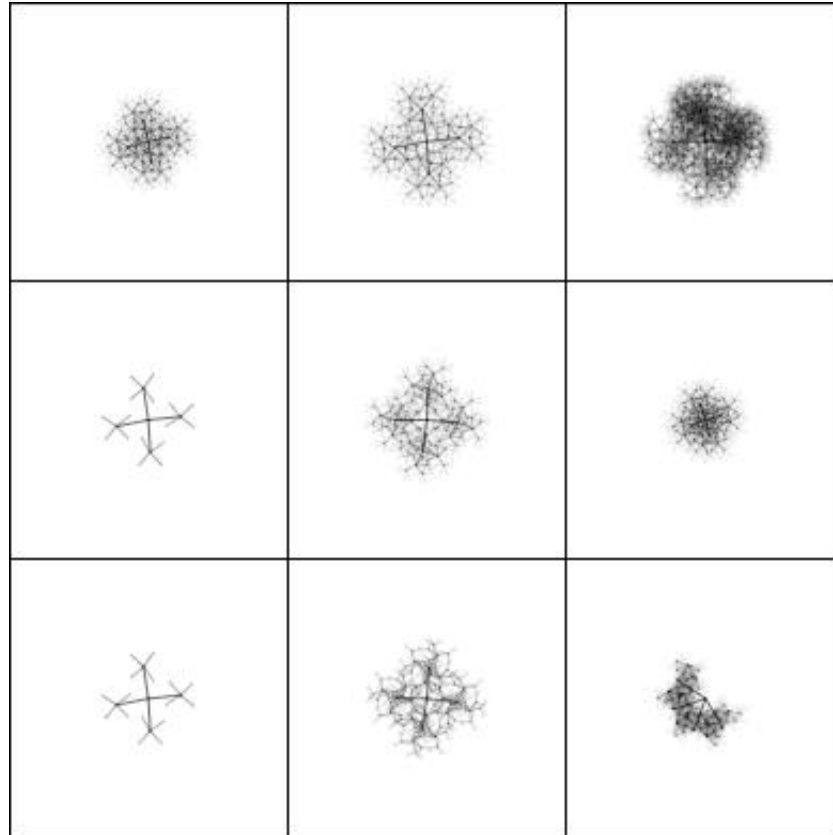


Parametric Design



Spirograph(ish)

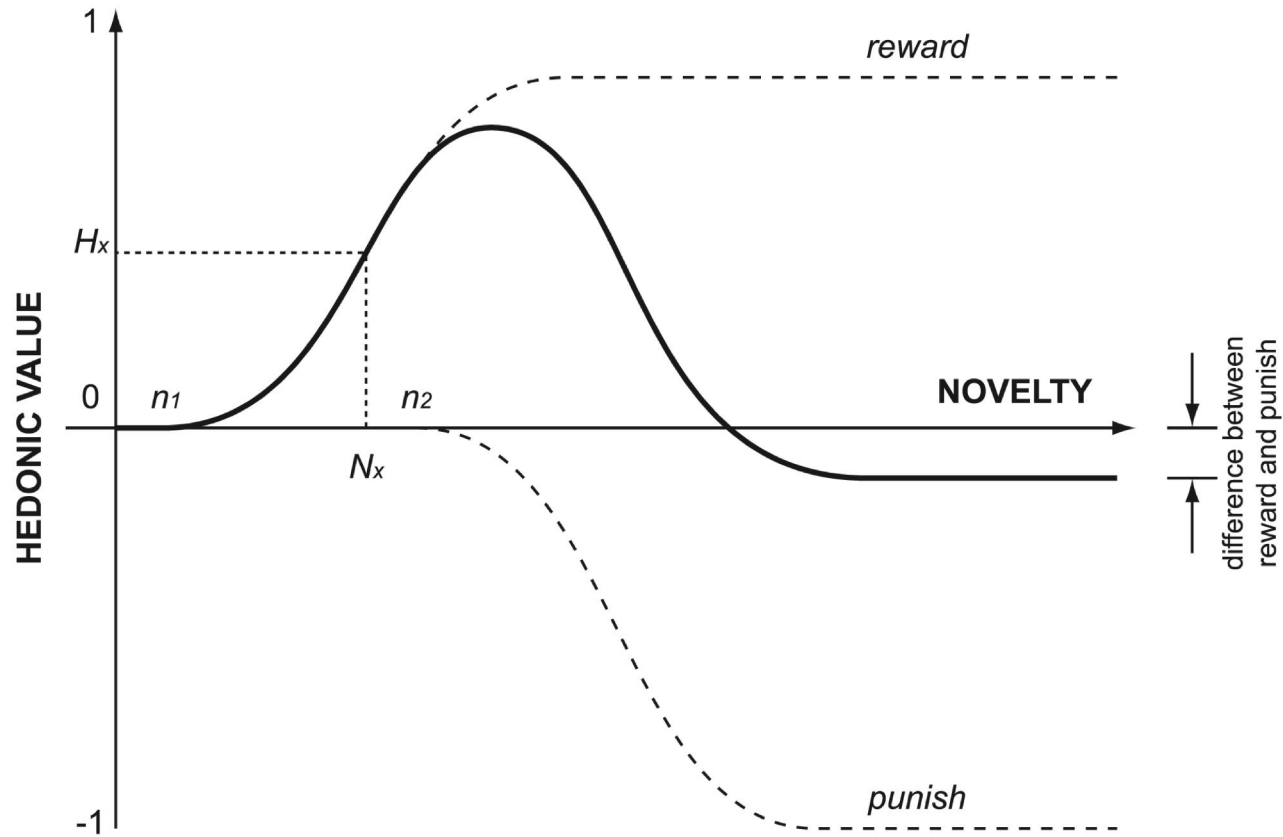
Tool-Use



Biomorphs

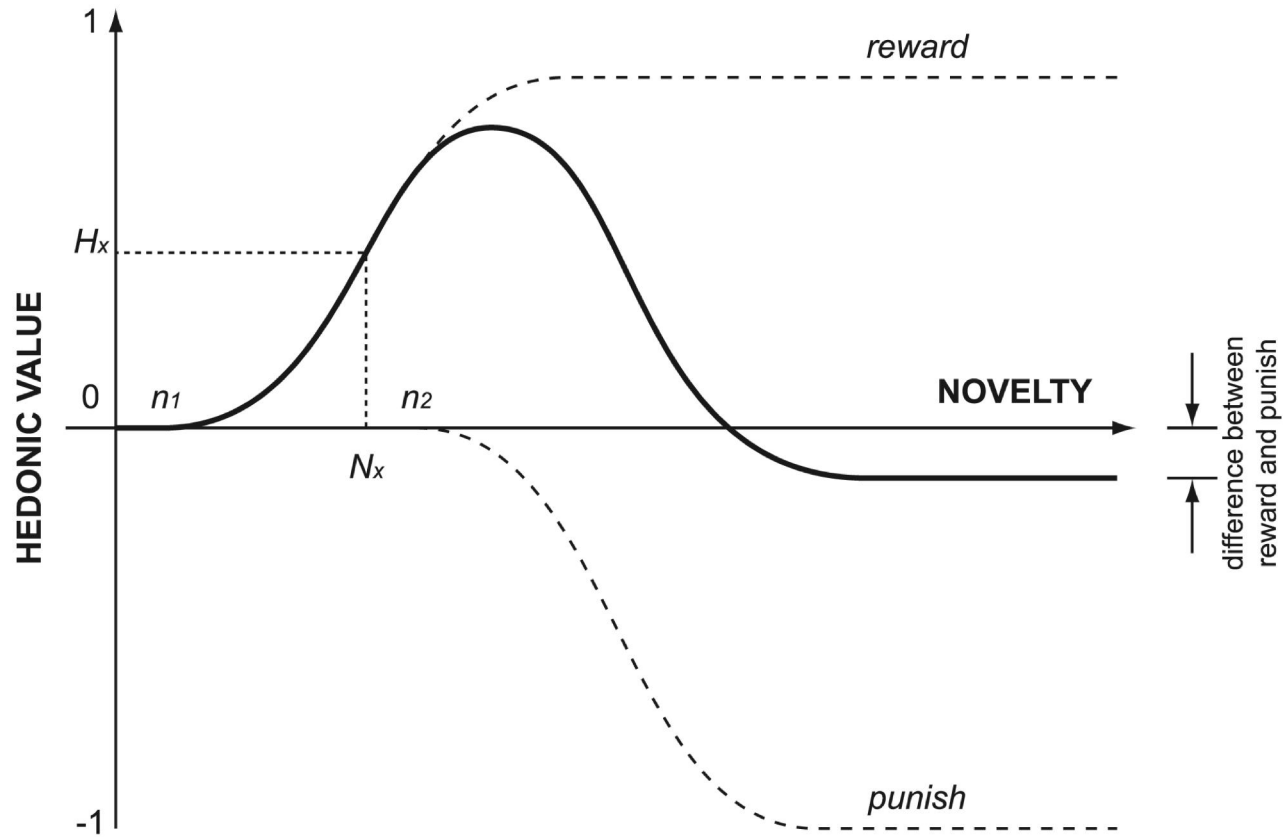
Evaluation Systems

Evaluating Novelty



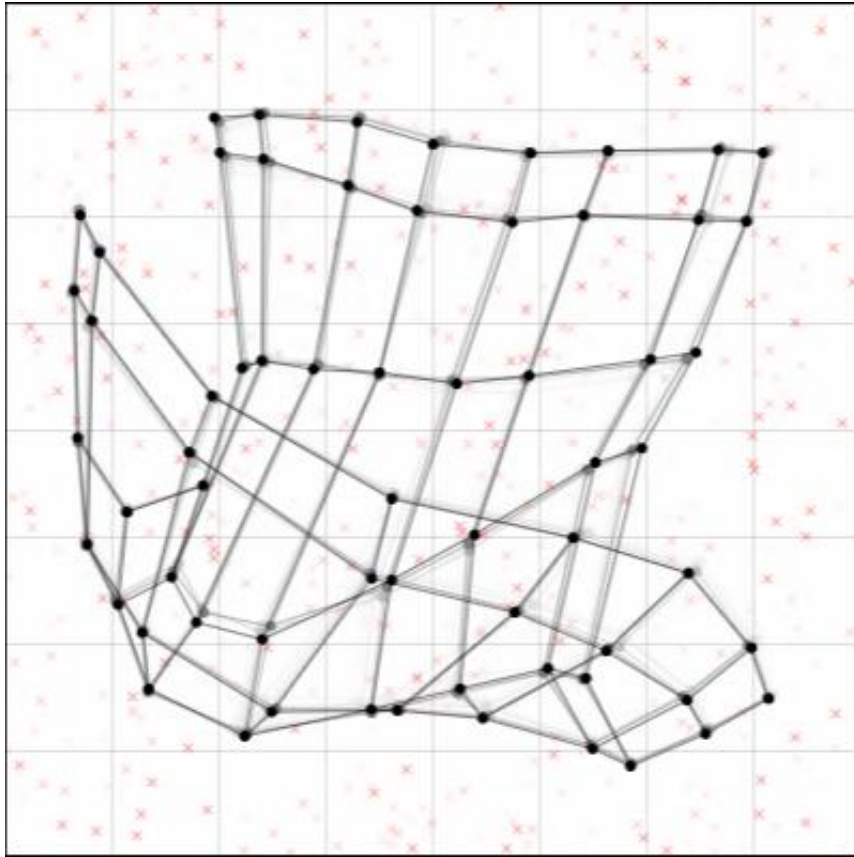
The Wundt Curve (after Berlyne)

Evaluating Valuable Novelty

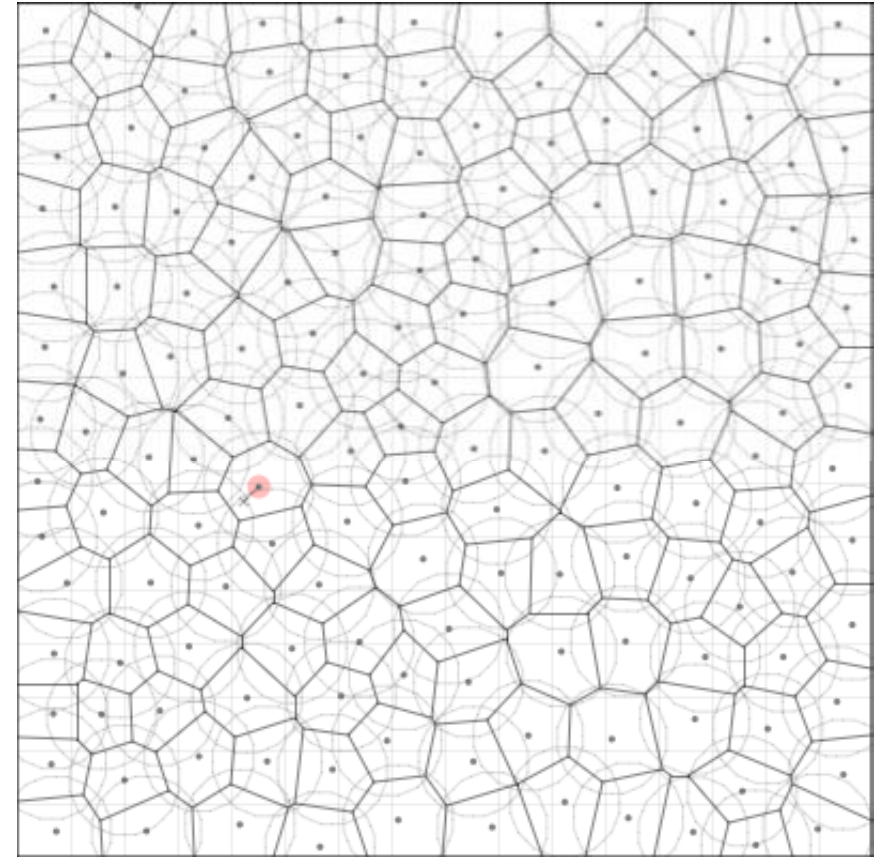


The Wundt Curve (after Berlyne)

Memory Model



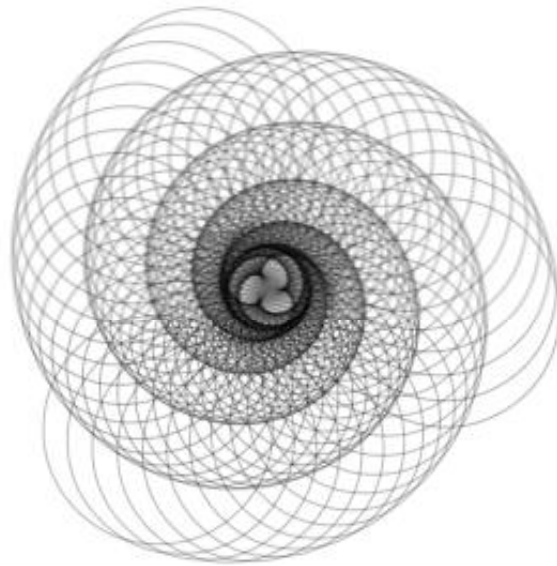
Self Organising Map



Adaptive Resonance Theory (ART) Networks

The Domain

The Domain



William Latham (via Marius Watz) style 2D "horns"



The Digital Clockwork Amusement

