# Article information:

ICCC 2022 : The Thirteenth International Conference on Computational Creativity
<http://wikicfp.com/cfp/servlet/event.showcfp?eventid=150958>

# Article summary:

1. ICCC 2022 is the Thirteenth International Conference on Computational Creativity, which explores the potential for computers to be autonomous creators in their own right.

2. The conference welcomes papers on different aspects of computational creativity, including applications in specific domains, co-creativity between humans and machines, evaluation metrics and methodologies, cognitive and psychological models of creativity, ethical considerations, social aspects of creativity, and more.

3. The submission process has two stages: initial submission of a title and abstract, followed by submission of the full paper a week later. Papers will be reviewed in a double-blind fashion and authors should take appropriate steps to remain anonymous. All authors of accepted papers can opt to show a demo of their system or prototype during the conference.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

作为一篇关于ICCC 2022的会议通知，该文章提供了有关计算创造力的定义、主题和论文类型的详细信息。然而，在其内容中存在一些潜在的偏见和缺失。

首先，文章没有提及计算创造力研究中可能存在的风险和负面影响。例如，人工智能系统可能会产生具有歧视性或不当行为的作品，这可能会对社会产生负面影响。此外，该领域还涉及到知识产权和版权等法律问题，这些问题也应该得到考虑。

其次，文章似乎过于强调了机器在创造性过程中的角色，并没有充分考虑人类与机器之间的合作。实际上，在许多情况下，人类与机器之间的协同创造是非常重要的，并且需要更多地探索如何实现这种协同。

此外，文章并没有提供足够的证据来支持其所述观点。例如，在描述计算模型时，并没有说明为什么这些模型是有效的或者它们是否已经被广泛接受。同样，在讨论评估计算系统创造力时，并没有提供任何具体方法或标准来衡量创造力。

最后，文章似乎过于宣传性质，没有提供足够的平衡和客观性。例如，在描述ICCC 2022组织委员会时，并没有提及其成员的背景或利益冲突。

总之，虽然该文章提供了有关ICCC 2022的重要信息，但它也存在一些潜在的偏见和缺失。为了更好地促进计算创造力研究的发展，我们需要更加客观和全面地探讨这个领域中存在的问题和挑战。

# Topics for further research:

* Risks and negative impacts of computational creativity research
* Importance of human-machine collaboration in creative processes
* Evidence supporting the effectiveness of computational models
* Methods and standards for evaluating creativity in computational systems
* Background and potential conflicts of interest of ICC 2022 organizing committee members
* Need for more objective and comprehensive discussions of challenges in computational creativity research.

# Report location:

<https://www.fullpicture.app/item/7fdc6c8c00ef3904f64df6c4d7bfa74f>