

Second Workshop on the Future of Co-Creative Systems

Preface

You hold in your hands the proceedings of the Second Workshop on the Future of Co-Creative Systems. Like the first edition in 2020 the workshop is adjoined with the International Conference on Computational Creativity. This year the workshop is located in Virtual Mexico and held on the 14th of September in 2021.

The emergent discipline of human–computer co-creativity focuses on applied and usable computational creativity systems as well as questions related to collaboration between artificial agents and humans on creative tasks. The workshop aims to bring together researchers from various disciplines to discuss human–computer co-creativity from a range of perspectives. We have offered a venue for presenting on-going work with human–computer co-creative systems, short position papers presenting and addressing important questions and new perspectives for the field, as well as descriptions of projects within research groups.

Our proceedings are peer reviewed and out of the six manuscripts submitted this year, we selected four manuscripts for publication and presentation at the workshop. The papers were first reviewed by the paper chairs, and the papers which fitted the topic of the workshop were then each reviewed by between two or three expert reviewers. Finally, following the recommendations of our expert reviewers our paper chairs performed the final evaluation of the papers and summarized the review results.

We are happy to have attracted papers that all highlight important aspects of human–computer co-creativity research: Three of the accepted papers each address an important principal question in the field of human–computer co-creativity. These include evaluation metrics, models for interaction in human–computer co-creation, and agency in human–computer co-creativity. The final paper examines an important application area for human–computer co-creativity: well being.

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