

## SESSION TYPES

### *Orange — Improvisation Exercises*

We start each morning with a warm-up improvisation session, drawing upon a different creative domain each day. The idea of these sessions is to get everyone improvising in a fun and low-stress environment, to get to know the other participants, and to get the creative juices flowing.

### *Green — Hands-on Creative Development*

There's nothing like getting stuck into a project to clarify ideas, and make the abstract concrete. Running across the three days of the workshop we will work in groups towards an improvised performance on the last day.

### *Blue — Collaborative Writing*

One of the goals of the workshop is to identify a handful of key challenges relating to improvisational creativity, interface design and AI; and to start addressing them. We aim to form groups of interested participants to work together on an issue, and create an outline of a research paper on the topic. We have arranged a special issue of the journal *Digital Creativity* as a publication outlet for these collaborative papers (subject to their usual peer review process), which is slated for early 2018.

### *Red — Provocations and Ruminations*

Each morning we have a presenter or panel discuss an idea intended to provoke thought, spark ideas, and canvas different aspects of improvisational creativity. Discussion and dissension are encouraged!

### *Pink — Paper Presentations*

Short presentations by participants of their research and/or practice in improvisational creativity.

### *Purple — Performances*

A formal concert of selected works on Thursday night, a less formal performance of the group projects developed over the workshop on Friday afternoon, and an informal Jam to finish off the workshop on Friday night.

Wednesday 19th July

0900-0915 Registration

0915-1000 Welcome and Introductions

1000-1030 **Improv Exercise: Image Making**

Collaborative improvised drawing! A fast-paced group exercise, somewhere between pictorial, charades and pass-the-message. Each group has a large piece of paper. One person draws an abstract 'squiggle' and the next completes it into a drawing of something.

1030-1100 BREAK

1100-1200 **Talk: Francois Pachet *Composing with Flow machines: results and challenges***

Spectacular results were obtained recently concerning the modeling and generation of music in various styles. These results combine machine-learning algorithms (deep learning, Markov processes, combinatorial optimisation) both at the symbolic level (scores) and audio level (waveforms). The quality of these models is such that we can now envisage creation tools that redefine the very concept of creative act. I will illustrate these results on concrete examples, and will emphasize the conceptual and technical challenges at stake.

1200-1230 **Improvising with computers – the big questions and challenges**

Introduction to several key challenges for the field followed by whole group discussion and mind-mapping.

1230-1330 LUNCH

1330-1430 **Papers I [15mins per paper + 5mins questions/handover]**

[Improvisation as Speculative Computing - Peter Beyls](#)

[Technology for Better Improvisation when Teaching Coding - Matthew Yee-King](#)

Vibrations in Improvisation - Joanne Armitage

1430-1500 Group **Discussion: Distillation of questions**

Break into smaller groups each discussing the questions/challenges in greater depth.

1500-1530 BREAK

1530-1600 **Discussion: Regroup and Consolidate Topics**

Small groups present question/challenges discussions to whole group.

### 1600-1700 Creative Development I: Ideation

Form new groups around the outcomes of question discussions and start developing ideas for a self-contained creative project to work on.

### 18:30 TRIP to Piazzale Michelangelo, Florence

Make your way to Florence where we will meet at Piazzale Michelangelo for spectacular views of the sunset over Florence. Followed by drinks and food at Vip's Bar (Viale Giuseppe Poggi, 7, 50125 Firenze, Italy)

Suggested trains leave Prato Centrale at 18:29 and 18:42

Directions: <https://goo.gl/2ipp4j>

## Thursday 20th July

### 0900- 0930 Improv Exercise: Theatre Sports

A practical exploration of theatre improvisation through movement, voice and miscellaneous objects.

### 0930-1030 Talk: Mark d'Inverno *The Future of Creativity*

There is a constant and sustained buzz around the word "creativity". Reference to it has spread prolifically within and beyond academia, being associated with novelty, value, imagination and innovation. However, I will argue in this talk that the word has been used so much, and in so many different ways, that it has become devalued. Indeed in many cases the term is used to mean little more than that which we approve of.

I believe we need alternative terminology, to regain clarity and currency for the kinds of activity which we want to encourage in schools, universities and society at large. To this end I want to introduce "creative activity" as an alternative to "creativity". By considering recent research and teaching innovations at Goldsmiths, I will look to answer the following key questions based on my experience as a musician, lecturer, and researcher: (i) *what is creative activity?* (ii) *what pedagogy should we use for teaching creative activity?* (iii) *what can we do with current Artificial Intelligence research to build new technologies that can inspire creative activity?* I will do this by specifically focusing on Music improvisation as a form of human creative activity

### 1030-1100 Tech Workshop: Intro to Tech Resources

Technical introduction to available tools and resources for creative development sessions.

1100-1130 BREAK

1130-1230 **Writing: Group Breakout**

Split into groups and start writing papers.

1230-1330 LUNCH

1330-1400 **Discussion: Regroup and report on progress**

Writing groups feedback to whole group on progress made in morning session.

1400-1500 **Papers II**

[Tango<sup>2</sup>: Software for Computer-Human Improvisation - Henning Berg](#)

[Comp. Method for Periodic Nonlinear MIDI Seq. and Perc. Improv. - Clayton Kardas](#)

[Evaluating Improvisational Interfaces - Toby Gifford](#)

1500-1530 BREAK

1530-1700 **Creative Development II: Construction**

Hacking session. Practical development of ideas from ideation session.

1700-1930 **Concert**

17:30 Dory: a forgetful artificial free improviser - *Stefano Kalonaris*

17:45 Imaginary Flute - *xname*

18:00 Improvised Duet with Audience Visualisation - *Mark d'Inverno, Henning Berg  
and Jon McCormack*

18:15 Tango<sup>2</sup> - *Henning Berg*

18:30 Neural-Beats: Rhythm and Sound - *Stanislav Nikolov*

18:45 ALGOBABEZ - *Joanne Armitage and Shelly Knotts*

1930-2030 DINNER

Friday 21st July

0900-0930 **Improv Exercise: Sound**

Algorithmic text-score writing and lo-fi electronic instruments.

0930-1100 **Panel and Roundtable: Interfaces**

Justyna Ausareny, Peter Beyls, Shelly Knotts, Eleonora Oreggia, Amble Skuse

1100-1130 BREAK

1130-1230 **Writing: Group Breakout**

Continue working on group writing projects.

1230-1330 LUNCH

1330-1500 **Creative Development III: Refinement**

Refine creative development projects into working prototypes.

1500-1530 BREAK

1530-1700 **Show and Tell. Performing Improvisations and Presenting Progress**

Presentation of creative development outcomes and feedback to whole group on progress made in writing sessions.

1730-1930 **PARTICIPANT JAM AND DRINKS**

2030-2130 DINNER