

Bipin Indurkha – On the role of computers in creativity-support systems

We will present here our experiences with designing computer-based creativity-support systems over several years. In particular, we present the design of three different systems incorporating different mechanisms of creativity. One of them uses an idea proposed by Rodari to stimulate imagination of the children in writing a picture-based story. The second one is aimed to model creativity in legal reasoning. And the third one uses low-level perceptual similarities to stimulate creation of novel conceptual associations in unrelated pictures. We discuss lessons learnt from these approaches, and address their implications for the question of how far creativity can be tamed by algorithmic approaches.