The use of Artificial Intelligence for the development of artistic systems is an exciting and significant area of research. There is a growing interest in the application of these techniques in fields such as: visual art and music generation, analysis, and interpretation; sound synthesis; architecture; video; poetry; design; and other creative tasks. The main goal of evomusart is to bring together researchers who are using Artificial Intelligence techniques for artistic tasks, providing the opportunity to promote, present and discuss ongoing work in the area.

**Artificial Intelligence and Complexity in Art, Music, Games and Design**
Juan Romero and Colin Johnson will publish an Entropy (IF 2.419) Special Issue on *Artificial Intelligence and Complexity in Art, Music, Games and Design* for the evomusart. All the papers accepted are encouraged to submit to this special issue.

**evomusart index**
There is a website with all the information on all evomusart papers since 2003. The idea is to bring together all the publications in a handy web page that allows visitors to navigate through all papers, best papers, authors, keywords, and years of the conference, while providing quick access to the Springer’s web page links. Feel free to explore, search and bookmark: evomusart-index.dei.uc.pt

**Conference Chairs**
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**Submission Details**
Submissions will be rigorously reviewed for scientific and artistic merit. Accepted papers will be presented orally or as posters at the event and included in the evo proceedings, published by Springer Verlag in a dedicated volume of the Lecture Notes in Computer Science series. The acceptance rate at evomusart 2018 was 39% for papers accepted for oral presentation, and 26% for poster presentation. Submitters are strongly encouraged to provide in all papers a link for download of media demonstrating their results, whether music, images, video, or other media types. Links should be anonymised for double-blind review, e.g. using a URL shortening service.

**Submission Link**
easychair.org/conferences/?conf=evo2020

**Submission Deadline**
1 November 2019

**More Info at:**
www.evostar.org/2020/evomusart