Stepping Back to Progress Forwards



Setting Standards for Meta-Evaluation of Computational Creativity

Anna Jordanous

Creativity Evaluation: methods



Graeme Ritchie (2001/2007) – Empirical Criteria



Simon Colton (2008) – Creative Tripod



Colton and Pease (2010-) - FACE/IDEA model

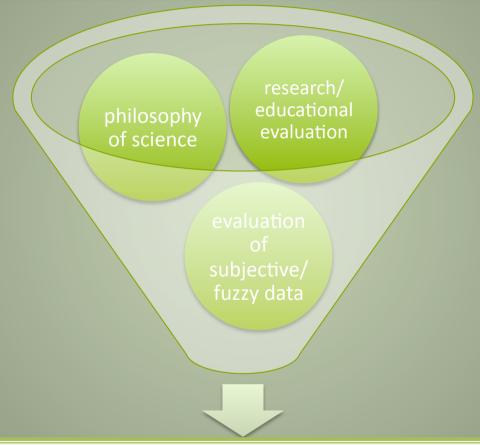


Jordanous (2012) - SPECS



Asking people how creative the system is

Which evaluation method is best for evaluating **how** creative our systems are



cross-disciplinary review of good practice in evaluation

Creativity meta-evaluation standards



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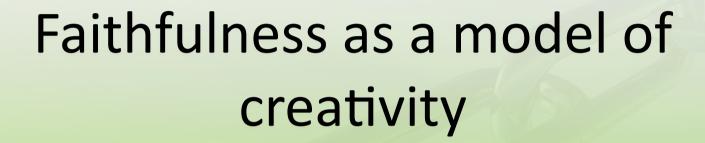
Correctness

how accurately and comprehensively the evaluation findings reflect the system's creativity



Usefulness

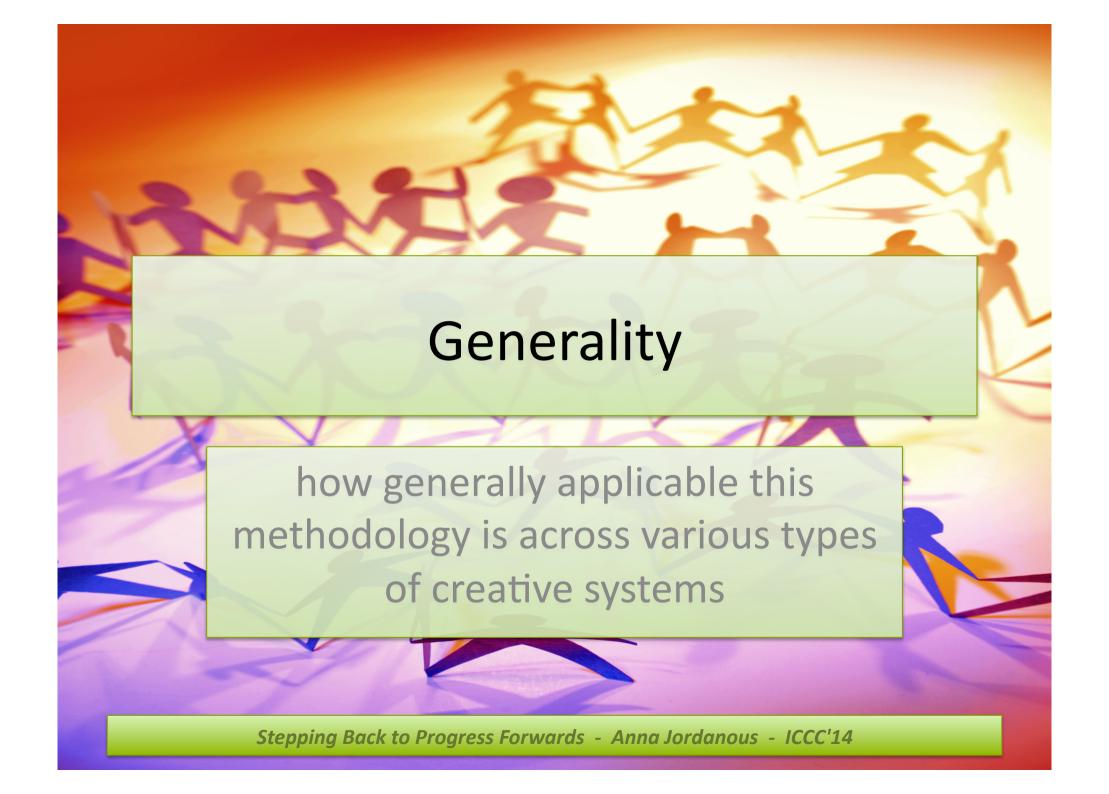
how informative the evaluative findings are for understanding and potentially improving the creativity of the system



how faithfully the evaluation methodology captures the creativity of a system (as opposed to other aspects of the system)



the ease with which the evaluation methodology can be applied in practice, for evaluating the creativity of systems



Testing this out: case study on evaluating creativity

generality

as a model of creativity

correctness

usability

usefulness

Method

- Five evaluation methods used to evaluate creative musical improvisation systems
 - Ritchie's empirical criteria
 - SPECS (+cc)
 - Colton's creative tripod model
 - FACE model
 - Opinion survey
- Results considered by external evaluators along each metaevaluation criterion and overall
 - evaluators = authors of the evaluated music impro systems

Results

- SPECS+cc performed well on most of the five metaevaluation criteria
 - volume of data produced -> usability issues
- + Colton's creative tripod was the easiest to use
 - some concerns about the **generality** of the tripod across creative domains & its **faithfulness** modelling creativity
- + Ritchie's criteria considered accurate
 - usability issues with abstract nature of the criteria and accompanying function definitions.
- + The FACE model considered quite user friendly
 - limited in how it dealt with aspects of creativity that were important but not in the FACE model.
- Each evaluation methodology was an improvement over the opinion survey

Overall: SPECS+cc and Ritchie's empirical criteria did best



Summary

