Call for Contributions

Note: *On site and Online Options*
To accommodate many situations, we are offering the option for either physical presence or virtual participation. We would be delighted if all authors manage to attend in person but are aware that special circumstances are best handled by having flexible options.

Submission:
1. Inform the Chairs: of the Title of your Contribution
2. Submission URL:
https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=AIMEDIA+2026+Special
Please select Track Preference as **CREATIVE**

Special workshop

CREATIVE 2026: AI-powered Creativity and Creativeness

Chairs

Iuliana Adina Apostol, @HeliosTree GmbH, Germany
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Prof. Dr. Júlio Monteiro Teixeira, Universidade Federal de Santa Catarina | UFSC, Brazil
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along with

AIMEDIA 2026, **The Second International Conference on AI-based Media Innovation**
July 05 - 09, 2026 – Nice, French Riviera, France
https://www.iaria.org/conferences2026/AIMEDIA26.html

This scientific meeting examines creativity and creativeness in the context of AI-based tools and services, focusing on their roles within human-centered creative processes rather than on automation or substitution. Creativity is considered both as an outcome, reflected in artifacts and expressions, and as a distributed capacity shaped by individuals, organizations, and socio-technical environments. The event emphasizes analytical and empirical understanding of how AI systems interact with human intentions, skills, constraints, and evaluative practices across diverse creative domains.

The program integrates practice-oriented exploration, domain-specific studies of creative expression, organizational mechanisms that influence creative activity, and analyses of creativeness as a capability encompassing cognitive, technical, and infrastructural dimensions. Contributions are expected to clarify the conditions under which AI-based systems support, mediate, or constrain creative processes, with attention to assessment, governance, and responsible integration. The objective is to develop a shared, evidence-based understanding of creativity and creativeness in AI-augmented settings.

Example of subtopics for contributions include, but are not limited to:

Workshop on exploring creativity, creativeness, and AI through practice
- Embodied or imagination-driven creativity supported by AI tools

- Collective sense-making and creative exploration using AI storytelling or immersive media
- Experimenting human - AI co-creation processes
- Reflecting on what remains distinctly human in creativeness

Domains of creative expression (creative artifacts, expressions, or outcomes)
- Creative ideas
- Creative virtual reality games
- Creative avatars (as produced characters)
- Creative brand design (output-focused)
- Creative marketing (campaigns, narratives)
- Creative problem solving
- Creative design artifacts
- Creative data visualization
- Creative generative media
- Creative multimodal storytelling
- Creative user experiences (UX)

Organizational mechanisms (creativity and creativeness)
- Creative newsrooms workflows
- Creative interactive computing
- Creative media value chains

Creativeness (ability, capacity, role, infrastructure, disposition)

- Creative actor (role / performer as a creative agent)
- Creative skills
- Creative immersion spaces
- Creative persona
- Creative innovation management
- Creative brands design (when seen as capability, not artifact)
- Creative mindset
- Creative culture (organizational)
- Creative autonomy
- Creative constraints management
- Creative cognitive diversity
- Creative AI–human co-creation capacity
- Creative resilience (ability to sustain creativity over time)

These are only suggestions; we welcome papers discussing other issues related to digital accessibility

Technical Program Committee members
Iuliana Adina Apostol, @HeliosTree GmbH, Germany
Júlio Monteiro Teixeira, Universidade Federal de Santa Catarina | UFSC, Brazil
Riham Hilal, Egypt-Japan University of Science and Technology (E-JUST), Egypt
Petre Dini, IARIA, USA

Important Datelines
Inform the Chairs as soon as you decide to contribute.
- Submission: March 31
- Notification: May 04
- Registration: May 17
- Camera-ready: May 31

Contribution Types
- Regular papers [in the proceedings, digital library]

- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on www.iaria.org]
- Presentations: slide only [slide-deck posted on www.iaria.org]
- Demos: two pages [posted on www.iaria.org]

Paper Format
- See: http://www.iaria.org/format.html
- Before submission, please check and comply with the editorial rules: http://www.iaria.org/editorialrules.html

Publications
- Extended versions of selected papers will be published in IARIA Journals: http://www.iariajournals.org
- Print proceedings will be available via Curran Associates, Inc.: http://www.proceedings.com/9769.html
- Articles will be archived in the free access ThinkMind Digital Library: http://www.thinkmind.org

Papers Submission
https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=AIMEDIA+2026+Special
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Registration
- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at http://www.iaria.org/registration.html

Contacts
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