Abstract

Creativity is hard to define and until there is a precise definition it will be virtually impossible to implement artificial creativity. The work presented explores the existing definitions, analyses
Implementation of Artificial Creativity: Redefining Creativity

them and proposes the concept of neural network to define artificial creativity. To implement artificial creativity the study of creativity in human beings, the factors that promote creativity and the study of environment is needed [5]. Along with the above factors a true random number generator, with complexity as low as possible, is needed. The later part has been implemented as Corpuscular Random Number Generator [6]. The work concentrates on the definition. Specifically it analyzes creativity in human beings, and in that too based on characteristics of creative individual. It has been found that the creativity derives its strength from internal motivation but is hindered by external stimuli, [5]. Artificial Intelligence is a problem that can be resolved but the basis of creativity seemed intricate to decipher. The work is based on the belief that if creativity is precisely defined and the ambiguity in the existing definition is removed then the concept of artificial creativity can be implemented. The work is based on a thorough study of the psychological factors that shape up a creative individual. Some basic changes in the existing definition have also been proposed.

Reference

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Index Terms

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Key words
Artificial Creativity
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