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Sommario/riassunto	This book constitutes the refereed proceedings of the 4th International Conference on Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2015, held in Copenhagen, Denmark, in April 2015, co-located with the Evo* 2015 events EuroGP, EvoCOP and Evo Applications. The 23 revised full papers presented were carefully reviewed and selected from 43 submissions. They cover a wide range of topics and application areas, including generative approaches to music, graphics, game content and narrative; music information retrieval; computational aesthetics; the mechanics of interactive evolutionary computation and the art theory of evolutionary computation.