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Sommario/riassunto

This book constitutes the refereed proceedings of the 5th International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2016, held in Porto, Portugal, in March/April 2016, co-located with the Evo*2016 events EuroGP, EvoCOP and EvoApplications. The 17 revised full papers presented were carefully reviewed and selected from 25 submissions. The papers 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.