

IDSC 2025 Submission #1009 References

- Abraham, A. 2018. *The Neuroscience of Creativity*, Cambridge Fundamentals of Neuroscience in Psychology, Cambridge, U.K.: Cambridge University Press.
- Aguiar, R., and Liao, K. 2019. Autonomous haiku generation, <https://arxiv.org/pdf/1906.08733.pdf>.
- Andabi, Soundcloud 2017. Voice style transfer to Kate Winslet with DNNs, <https://soundcloud.com/andabi/sets/voice-style-transfer-to-kate-winslet-with-deep-neural-networks>.
- Bain, A., 1873. Biological neural networks
- Baker, J. K.; Baker, B. J.; Huang, X.; Reddy, R.; Mitchell, T.; Garibay, I., Raj, B.; and Singh, R.; Georgiopoulos, M. 2020. An introduction to human-assisted training for artificial intelligence. <http://hat-ai.com/>.
- Boden, M. 2004. *The creative mind: Myths and mechanisms* (2nd edition). London: Routledge.
- Redacted to remove author's name
- Gao, Y.; Singh, R.; and Raj, B. 2018. Voice impersonation using generative adversarial networks, rXiv:1902.06840v1.
- Geravanchizadeh, M., and Gavvani, S.B. 2020. Selective auditory attention detection based on effective connectivity by single-trial EEG. *Journal of Neural Engineering*, 17 (2).
- IBM 2019. The quest for AI creativity. <https://www.ibm.com/watson/advantage-reports/future-of-artificial-intelligence/ai-creativity.html>.
- McCulloch, W., Pitts, W. 1943. A logical calculus of the ideas imminent in nervous activity. *The Bulletin of Mathematical Biophysics* 5 (4): 115–133.
- Nyholm, S., and Smids, J. 2016. The ethics of accident-algorithms for self-driving cars: an applied trolley problem?. *Ethical Theory and Moral Practice* 19, 1275–1289.
- Olenik, A. 2019. What are neural networks not good at? On artificial creativity. *Big Data & Society*. 6(1)1. <https://journals.sagepub.com/doi/10.1177/2053951719839433>.
- Raj, B.; Agarwal, S.; and Raj, T. J. 2019. Music generation by deep learning. Unpublished work from Language Technologies Institute, Carnegie Mellon University, Pittsburgh, PA.
- Rowley, J. 2006. The wisdom hierarchy: representations of the DIKW hierarchy”, *Journal of Information Science*.
- Runcon, M. A.; and Jaeger, G. J. 2012. The standard definition of creativity. *Creative Research Journal*, 24(1).
- Sharma, N.; and Google 2008. The origin of data information knowledge wisdom (DIKW) hierarchy. Research Gate. <https://www.researchgate.net/publication/292335202>
- Stein, M. I. 1953. Creativity and culture, *Journal of Psychology*, 36(2).
- Turing, A. M. 1950. “Computing machinery and intelligence”, *Mind* 49.

Zeleny, M. 2005. Human systems management: integrating knowledge, management, and systems. World Scientific.

Zhou, Z.; Yang, Y.; Cai, Z.; Yang, Y.; and Lin, L. 2019, Combined layer GAN for image style transfer”, IEEE Xplore.

Zimmerman, K. 2017. History of computers: a brief timeline”, Live Science.
<https://www.livescience.com/20718-computer-history.html>