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Computational creativity / language generation

Computational creativity: generating creative linguistic content (jokes, songs, etc.), possibly personalized creative content.

Language generation: generating non-fiction texts, especially sport reports (including e-sports/videogames).

Some examples from previous years:

- Wevers, Katja (2022) [*Is a hot dog a sandwich? Generating conversation starters that categorize a word in an unusual way.*](#)
- Krijnen, T.A. (2021) [*Automatic generation of Formula 1 reports.*](#)
- Dulfer, Rafael (2020) [*The Propaganda Machine.*](#)