

WCDCC 2025: First Workshop on Computational Design and Computer-aided Creativity 2025

Co-located with 16th International Conference on Computational Creativity (ICCC'25),
Campinas, Brazil, June 23, 2025.

Preface

Computational Design has become an increasingly influential area of inquiry and practice, emphasising the use of systematic, algorithmic, and programmable processes in the conception of design artefacts. By positioning computation as an active agent in design thinking—rather than merely a tool for representation or production—computational design enables designers to move beyond the constraints of conventional computer-aided design software. Through scripting, algorithmic modelling, and the development of custom software, designers extend both the methodological foundations and the expressive potential of design, supporting exploratory, iterative, and generative workflows.

Although computational approaches have been explored since the early days of digital computing, recent years have seen renewed momentum across a wide range of creative fields, including architecture, urban design, graphic and product design, sound and music, and other artistic practices. This resurgence is closely linked to advances in computational creativity, procedural generation, the growing availability of design tools with scripting capabilities, and the proliferation of creative coding frameworks. Together, these developments have prompted critical reflection on the future of design disciplines, reshaping professional roles and reframing the computer as a partner in conception rather than solely a means of execution.

The first edition of the **Computational Design and Computer-Aided Creativity** workshop took place in June 2025 in Campinas, Brazil, co-located with the International Conference on Computational Creativity (ICCC'25). The workshop was proposed by João Miguel Cunha, Tiago Martins, and Sérgio M. Rebelo (University of Coimbra, Portugal), with invited co-organisers whose expertise spans design research, creative computing, and applied practice: Stig Møller Hansen (The Danish School of Media and Journalism, Denmark), Janet Rafner (Aarhus University, Denmark), Jason Reizner (IU International University of Applied Sciences, Germany), and Moritz Schwind (University of Applied Sciences in Nuremberg, Germany). As an inaugural initiative, the workshop was proposed with the explicit goal of consolidating an emerging community around Computational Design within the broader computational creativity landscape, fostering dialogue between creative disciplines, design research, and computer science.

To accommodate the diversity of research and practice within the field, the workshop defined three distinct types of submissions: *papers* presented original research contributions, emphasising technical rigour, methodological clarity, and theoretical grounding; *pictorials* — short original submissions that emphasise visual communication as the primary means of conveying ideas; and *show-and-tell* — Presentation of already published work that are relevant to the workshop.

The workshop received a total of **21 submissions**. Following a single-blind peer-review process, **11 submissions were accepted through open review**, comprising **4 long papers** and **7 short papers**. In addition, **5 invited contributions**, either *pictorials* or *show-and-tell* presentations, were included in the final program. Collectively, these contributions reflect a broad range of disciplinary backgrounds, methodological approaches, and application contexts.

The final program was organised into three area-based sessions. **Architecture, Structures & Urban Designs**, chaired by Tiago Martins, focused on computational approaches to spatial, structural, and urban-scale challenges. **Creative Computing in Art and Design Processes I**, chaired by Jason Reizner, and **Creative Computing in Art and Design Processes II**, chaired by Janet Rafner, brought together contributions exploring computational methods in artistic and design practices, with particular emphasis on creative workflows, tool-making, and reflective engagements with algorithmic systems.

As the first edition of the Computational Design workshop, this event aimed to establish a foundation for sustained engagement within the computational design community. The organisers hope that this initial iteration contributes to ongoing discussions on the role of computation in design conception and serves as a catalyst for future editions and continued interdisciplinary collaboration.

Organising Committee

João M. Cunha, University of Coimbra, PT
Stig Møller Hansen, The Danish School of Media and Journalism, DK
Tiago Martins, University of Coimbra, PT
Janet Rafner, Aarhus University, DE
Sérgio M. Rebelo, University of Coimbra, PT
Jason M. Reizner, IU International University of Applied Sciences, DE
Moritz Schwind, University of Applied Sciences in Nuremberg, DE

Program Committee

Sebastian Berns, Queen Mary University of London, UK
João Bicker, University of Coimbra and FBA, PT
Inês Caetano, University of Lisbon, PT
Miguel Carvalhais, University of Porto, PT
Gabriela Celani, Unicamp, BR
Pedro Miguel Cruz, Northeastern University, USA
Alena Denisova, University of York, UK
Sebastian Deterding, Imperial College London, UK
Viktor Eisenstadt, DFKI Deutsches Forschungszentrum für Künstliche Intelligenz, DE
Luís Espírito Santo, University of Coimbra, PT
John Gero, University of North Carolina at Charlotte, USA
Kazjon Grace, University of Sydney, AU
Varvara Guljajeva, Kinetic Imaging and VCUarts, QA
Marco Heleno, NOVA LINCS and School of Arts and Design, Caldas da Rainha, PT
Michaela Honauer, Technical University of Applied Sciences/Nuremberg Tech, DE
Alayt Issak, Northeastern University, USA
Petra Jääskeläinen, KTH Royal Institute of Technology, SE
Colin Johnson, Nottingham University, UK
Tetsu Kondo, Kougei Tokyo Polytechnic University, JP
Rosemary Lee, University of Porto, PT
António Menezes Leitão, INESC-ID and University of Lisbon, PT
Catarina Lelis, University of Aveiro, PT
Vivian Liu, Columbia University, USA
Sebastian Löwe, UX Identity, DE
Luís Lucas Pereira, University of Coimbra, PT
Luiz Ludwig, Pontifical Catholic University of Rio de Janeiro, BR
Michael Markert, Coburg University of Applied Sciences and Arts, DE
Jon McCormack, Monash University, AU
Pedro Neves, University of Illinois Chicago, USA
Maria Rita Nogueira, Manchester Metropolitan University, UK
Provides NG, UCL Bartlett School of Architecture, UK and Chinese University of Hong Kong, CN
Jéssica Parente, University of Coimbra, PT
Max Peeperkorn, University of Kent, UK
Matthew Peterson, North Carolina State University, USA
Artur Rebelo, University of Coimbra, R2 Design, PT
Jeba Rezwana, Towson University, USA
Piera Riccio, ELLIS Alicante, ES
Andrew Richardson, Northumbria University, USA

Nereida Rodrigues-Fernandez, University of A Coruña, ES
Ludovica Schaerf, Max Planck Society and University of Zurich, CH
Vera van de Seyp, MIT Media Lab, USA

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Website

More information about the workshop and related materials can be found on the workshop website: <https://computationalcreativity.net/workshops/computational-design-iccc25/> or <https://computational-design.dei.uc.pt/>.