

DOCTORAL THESIS

Artificial Intelligence in Scoring for Screen: Creativity-Augmenting Applications in Creative Practice

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ABSTRACT

Creativity has a common theme: novel, surprising and valuable ideas, and could be viewed as a distinctive human quality. Artificial intelligence applications have begun to accomplish beyond tasks with narrow goals and in the field of statistics towards those considered creative, especially art forms such as music. While there are plenty of publications on computational creativity or artificial intelligence [AI], they tend to be mainly theoretical or computer science-oriented technical research. Little research has been done on AI applications in the creative practice of scoring for screen. This thesis attempts to advance knowledge in this interdisciplinary hub of AI, film, and music from a composer's perspective. This practice-led research examines the definitions and issues of (computational) creativity, documents and explains the decision-making process in film scoring and film production (in the context of a creative practice portfolio), investigates the current state of artificial intelligence in music, and conducts studies on composition platform Artificial Intelligence Virtual Artist [AIVA], on the audience's acceptance of machine-generated music, and industry professionals' opinions about AI tools. The findings of each component cumulate into the conclusions that support the discourse's push for human-AI symbiosis and for parallel development of AI tools: machines continue to augment human creativity, bringing new possibilities, as well as machines becoming their own creativity, humans willing to be surprised and to value the capabilities and aesthetics of machines. Future AI applications in film scoring are also discussed (in the context of a creative practice portfolio).