

Human-Competitive Awards 2024

Call for Entries. Details on
<http://www.human-competitive.org>



To be held at the 26th International Genetic and Evolutionary Computation Conference (GECCO 2024)



Submission deadline: Friday May 31, 2024

Important Dates

Friday, 31 May 2024 Deadline for entries (consisting of one TEXT file, PDF files for one or more journal or reviewed conference papers, and possible “in press” documentation). Send entries to goodman@msu.edu

Friday, 14 June 2024 Finalists will be told by e-mail

Friday, 28 June 2024 Finalists must submit a 10-minute video or, if presenting in person, their slides, to goodman@msu.edu.

14-18 July 2024 (Sunday - Thursday) GECCO conference Humies finals. GECCO will be in hybrid mode, so the finalists may present their entry in person or on video.

Thursday, 18 July 2024 Announcement of awards at plenary session of the GECCO conference

Human-Competitive Awards Judges



Erik Goodman



Una-May O'Reilly



Wolfgang Banzhaf



Darrell Whitley



Lee Spector



Stephanie Forrest

Prizes totaling \$10 000

Cash prizes of \$5000 (gold), \$3000 (silver), and bronze (either one prize of \$2000 or two prizes of \$1000) will be awarded for the best entries that satisfy one or more of the criteria for human-competitiveness.

human-competitive An automatically created result is considered “human-competitive” if it satisfies at least one of the eight criteria below.

(A) The result was patented as an invention in the past, is an improvement over a patented invention, or would qualify today as a patentable new invention.

(B) The result is equal to or better than a result that was accepted as a new scientific result at the time when it was published in a peer-reviewed scientific journal.

(C) The result is equal to or better than a result that was placed into a database or archive of results maintained by an internationally recognized panel of scientific experts.

(D) The result is publishable in its own right as a new scientific result independent of the fact that the result was mechanically created.

(E) The result is equal to or better than the most recent human-created solution to a long-standing problem for which there has been a succession of increasingly better human-created solutions.

(F) The result is equal to or better than a result that was considered an achievement in its field at the time it was first discovered.

(G) The result solves a problem of indisputable difficulty in its field.

(H) The result holds its own or wins a regulated competition involving human contestants (in the form of either live human players or human-written computer programs).