

Discovering the preference hypervolume: an interactive model for real world computational co-creativity Hagg, A.

Citation

Hagg, A. (2021, December 7). *Discovering the preference hypervolume: an interactive model for real world computational co-creativity*. Retrieved from https://hdl.handle.net/1887/3245521

Version:	Publisher's Version
License:	<u>Licence agreement concerning inclusion of doctoral</u> <u>thesis in the Institutional Repository of the University</u> <u>of Leiden</u>
Downloaded from:	https://hdl.handle.net/1887/3245521

Note: To cite this publication please use the final published version (if applicable).

Discovering the Preference Hypervolume an interactive model for real world computational co-creativity



Alexander Hagg

