### Workshops
- Application of Hybrid Evolutionary Algorithms to Complex Optimization Problems
- Military and Security Applications of Evolutionary Computation
- Evolutionary Computation Theory
- International Workshop on Learning Classifier Systems (IWLCSS)
- Grammatical Evolution (GEWS 2004)
- Undergraduate Student Workshop
- Modularity, regularity and hierarchy in open-ended evolutionary computation
- Interactive Evolutionary Computing
- Neutral Evolution in Evolutionary Computation
- Graduate Student Workshop
- Evolvability in Evolutionary Computation (EEC)
- Self-Organization on Representations for Genetic and Evolutionary Algorithms
- Regeneration and Learning in Developmental Systems (WORLDSS)
- Optimization by Building and Using Probabilistic Models (OBUPM 2004)
- Biological Applications of Genetic and Evolutionary Computation (BioGEC)
- Learning, Adaptation, and Approximation in ES - CANCELED

### Tutorials
- Particle Swarm Optimization
- EAs for Combinatorial Optimization
- Representations
- Evolvable Physical Media
- Introductory Statistics for Evolutionary Computation
- Evolutionary Algorithms for Design
- Evolvable Hardware Applications
- Grammatical Evolution
- Biological Applications
- A Unified Approach to EC
- Interactive Evolutionary Computation
- Theoretical Population Genetics
- Probabilistic Model-building GAs
- Optimization in Dynamic Environments
- GP for Symbolic Regression
- Taxonomy and Coarse Graining in EC
- Genetic Algorithms
- Evolutionary Robotics
- Evolutionary Fault Tolerant Systems
- Computational Complexity and EC
- Genetic Programming
- Evolutionary Music
- Genetic Algorithm Theory
- Bionik: Building on Biological Evolution
- Evolution Strategies
- Industrial Evolutionary Computing
- Genetic Programming Theory
- Multiobjective Optimization with EC
- Learning Classifier Systems
- Evolving Neural Networks
- Spatially Structured EAs
- No Free Lunch