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The 46 revised full papers presented together with 26 poster papers were carefully reviewed and selected from 108 submissions. EvoApplications 2016 consisted of the following 13 tracks: EvoBAFIN (natural computing methods in business analytics and finance), EvoBIO (evolutionary computation, machine learning and data mining in computational biology), EvoCOMNET (nature-inspired techniques for telecommunication networks and other parallel and distributed systems), EvoCOMPLEX (evolutionary algorithms and complex systems), EvoENERGY (evolutionary computation in energy applications), EvoGAMES (bio-inspired algorithms in games), EvoIASP (evolutionary computation in image analysis, signal processing, and pattern recognition), EvoINDUSTRY (nature-inspired techniques in industrial settings), EvoKNOW (knowledge incorporation in evolutionary computation), EvoNUM (bio-inspired algorithms for continuous parameter optimization), EvoPAR (parallel implementation of evolutionary algorithms), EvoROBOT (evolutionary robotics), EvoSET (nature-inspired algorithms in software engineering and testing), and EvoSTOC (evolutionary algorithms in stochastic and dynamic environments).