

SPECIAL SESSION

Title: Intelligent systems for Education, STEAM and Video-Games

Chair



Dr. Daniela López De Luise, professor UADER – Faculty of Sci. & Tec. @ Concepción del Uruguay (Entre Ríos, Argentina). Director of CI2S Labs (Buenos Aires, Argentina). Director of IDTI Lab (UADER, Entre Ríos).

co-Chair



Claudio Delrieux is Professor and PI at the Universidad Nacional del Sur, and Fellow of the National Science and Technology Council of Argentina.

Technical co-Sponsors



IEEE
Computational Intelligence Society
**Games Technical
Committee**

IEEE Games Technical Committee @Argentina



SCA (Argentina Scientific Society)

Reviewers

The chairs introduce the following reviewers to the organization:

Natalia Revollo <revollonatalia@gmail.com> (image processing topics)

Felix Thomsen <felix.thomsen@uns.edu.ar> (image processing topics)

Celia Cintas <Celia.Cintas@ibm.com> (intelligent systems in general)

Emmanuel Iarussi <emmanueliarussi@gmail.com> (intelligent systems in general)

Claudio Delrieux <cad@uns.edu.ar> (intelligent systems in general)

Agenda (draft)

Date: Sunday november 29th, 2020

Time: 10:00 hs GMT-2 (16:00 hs Romania)

10:00 – 10: 10 Session start and Welcome message

10:10 – 10: 15 Institute of Digital Communication - Argentina Scientific Society presentation

10:15 – 10: 30 IEEE Games Technical Committee presentatio

10:30 – 10:50 paper1

10:50 – 11:10 paper 2

11:10 – 11:20 break

11:20 – 11:40 paper 3

11:40 – 12:00 paper 4

12:00 – 12:20 paper 5

12:20 – 12:40 paper 6

12:40 – 12:45 closing message

*It is expected to be at least 6 papers

*Presentation will be: 15 minutes presentation + 5 minutes questions