Rule N°1 - Tips:

- Have 1 project different each year.
- Study beyond the curriculum. The best ideas are born from intersection of different areas.
- Try at least 4 options before making a decision.

Technologies:

Virtual Reality,
Artificial Intelligence,
Robotics,
Data Science,
GPUs,
Cloud Services,
C++, Java, Python,
etc...

Applications:

Smart Cities,
Games / Entertainment,
Genomics / Medicine,
Financials,
Logistics / Automation,
Cost Optimization,
etc...

Discussion on applied technologies

1. Artificial Intelligence. (Genetics, Synthetic Food)
2. Internet of Things. (Smart City, Farming)
3. Virtual Reality. (Psychology)
4. Robotics & Drones. (Last Mile Logistics)
5. Digital Twin Simulations. (Nano/Micro Tech)
6. Quantum Simulators. (Chemistry)