

#### Asignados en semana 1

1. 3D Photography using Context-aware Layered Depth Inpainting
2. A Program to Teach Programming
3. NeuMIP: Multi-Resolution Neural Materials

#### Asignados en semana 2

1. NeX: Real-time View Synthesis with Neural Basis Expansion
2. TIME OF CONSCIOUS INTENTION TO ACT IN RELATION TO ONSET OF CEREBRAL ACTIVITY (READINESS-POTENTIAL) **Expone en semana 2: Andrey Gerardo Arguedas Espinoza**
3. The influence of pitch feedback on learning of motor -timing and sequencing: A piano study with novices **Expone en semana 2: Christopher Emilio Arredondo Fallas**

#### Asignados en semana 3

1. Price information influences the subjective experience of wine: A framed field experiment **Expone en semana 3: Carlos Josué Azofeifa Quirós**
2. Does Time Really Slow Down during a Frightening Event? **Expone en semana 3: Gabriel Barboza Álvarez**
3. Stellar Engines: Design Considerations for Maximizing Acceleration **Expone en semana 3: Michael Chen Wang**

#### Asignados en semana 4

1. Parasite-Derived Proteins for the Treatment of Allergies and Autoimmune Diseases **Expone en semana 4: Reggie Stewart Barker Guillén**
2. Parallels between spacing effects during behavioral and cellular learning **Expone en semana 4: Bryan Miguel Chaves Salas**
3. Playing Analog Games Is Associated With Reduced Declines in Cognitive Function: A 68-Year Longitudinal Cohort Study **Expone en semana 5: Juan José Cordero Gomez**

#### Asignados en semana 5

1. Abnormal Moral Reasoning in Complete and Partial Callosotomy Patients **Expone en semana 5: David Eduardo Gomez Vargas**
2. Open-Ended Learning Leads to Generally Capable Agents
3. TGN1412 From Discovery to Disaster **Expone en semana 6: Kendall Stif Gonzalez Leon**
4. Solid-Fluid Interaction with Surface-Tension-Dominant Contact

#### Asignados en semana 6

1. Enhancing photorealism enhancement **Expone en semana 12: Esteban Roberto Padilla Padilla**
2. Improved Probabilistic Inference as a General Learning Mechanism with Action Video Games **Expone en semana 14: Mario Alberto Romero Sandoval**
3. SPIMbot: An Engaging, Problem-based Approach to Teaching Assembly Language Programming
4. The rise and fall of the CD28 superagonist TGN1412 and its return as TAB08\_ a personal account **Expone en semana 6: Joseph Luis Gonzalez Pastora**

#### Asignados en semana 7

1. Playing Super Mario induces structural brain plasticity: gray matter changes resulting from training with a commercial video game **Expone en semana 9: Jorge Luis Gonzalez Rodriguez**
2. Does Video Gaming Have Impacts on the Brain Evidence from a Systematic Review **Expone en semana 9: David Alberto Guevara Sánchez**
3. Predicting protein structures with a multiplayer online game **Expone en semana 9: Aarón Josué Sibaja Villalobos**

#### Asignados en semana 9

1. Adversarial Reinforcement Learning for Procedural Content Generation
2. One Rule to Grow Them All: A General Theory of Neuronal Branching and Its Practical Application **Expone en semana 10: Gabriel Enrique Gutierrez Arguedas.**
3. Practical Pigment Mixing for Digital Painting

#### Asignados en semana 11

1. High-performance brain-to-text communication via imagined handwriting **Expone en semana 14: Ricardo Alberto Sanchez Alpízar**
2. Computational Parquetry: Fabricated Style Transfer with Wood Pixels
3. Key Steps in Developing a Cognitive Vaccine against Traumatic Flashbacks: Visuospatial Tetris versus Verbal Pub Quiz **Expone en semana 10: Jason Gerardo Gutierrez Quirós**

#### Asignados en semana 12

1. Placebo effect of medication cost in Parkinson disease **Expone en semana 11: Luis Diego Hidalgo Blanco**
2. Optimizing player engagement in an immersive serious game for soil tillage base on Pareto optimal strategies **Expone en semana 11: Yirlania Mejías Rodriguez**
3. ONeRF: Towards Real-Time Rendering of Compact Neural Radiance Fields using Depth Oracle Networks

#### Asignados en semana 13

1. Parrots Voluntarily Help Each Other to Obtain Food Rewards **Expone en semana 12: Jeison Armando Melendez Arrieta.**
2. Ships, Splashes, and Waves on a Vast Ocean
3. The role of individual differences in attentional blink phenomenon and real-time-strategy game proficiency **Expone en semana 12: Froilan Moya Robles**

#### Asignados en semana 14

1. High-order Differentiable Autoencoder for Nonlinear Model Reduction
2. Neuroinvasion of SARS-CoV-2 in human and mouse brain **Expone en semana 13: Maria Victoria Orozco Arias.**
3. Immunological memory to SARS-CoV-2 assessed for up to 8 months after infection **Expone en semana 13: Angel Billy Phillips Ortega**