

# Proyecto de Investigacion

Filippo Visco-Comandini

**Resumen**—The abstract goes here.

## I. IDEA

Puedo empezar a escribir mi idea.

[1]

## II. INVESTIGACIÓN BIBLIOGRAFICA

[2].Eso es una patente yankee que trata de un carrito motorizado.

[3] es el informe de la sanidad mundial sobre el ahogamiento infantil. [4] es un articulo que trata de la gamificación en la educación.

## REFERENCIAS

- [1] Y. Nahmias-Wolinsky, *Models, numbers, and cases: methods for studying international relations*. University of Michigan Press, 2004.
- [2] E. L. Voeks and A. J. Barnowsky, “Self-propelled driving and steering truck for shopping carts,” Aug. 18 1970, uS Patent 3,524,512.
- [3] a. autor1, “Informe de aoguern,” 2018.
- [4] P. Ayoup, D. E. Costa, and E. Shihab, “Achievement unlocked: a case study on gamifying devops practices in industry,” in *Proceedings of the 30th ACM Joint European Software Engineering Conference and Symposium on the Foundations of Software Engineering*, 2022, pp. 1343–1354.