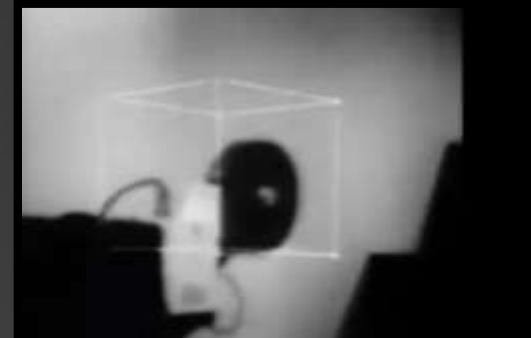
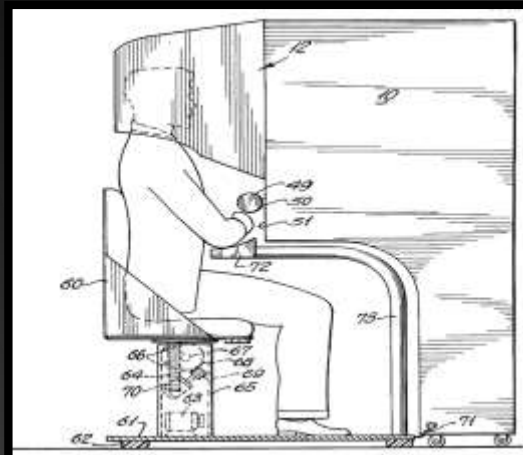
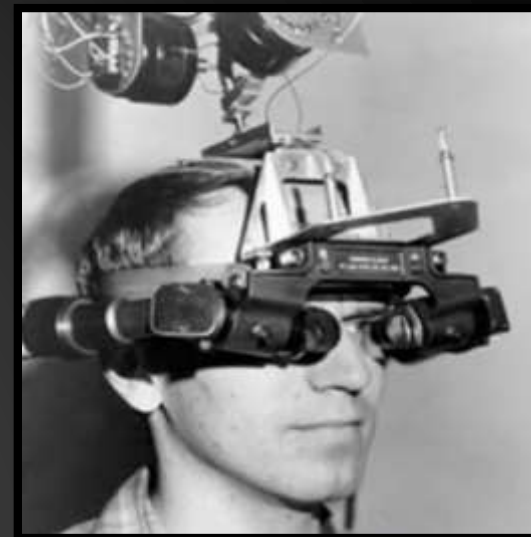
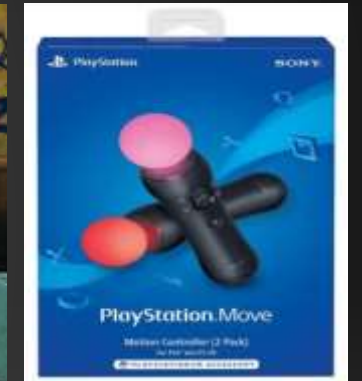


INTERFACES HOMBRE - MÁQUINA EN VIDEOJUEGOS EXPERIMENTALES

ING. SEBASTIÁN BLANCO







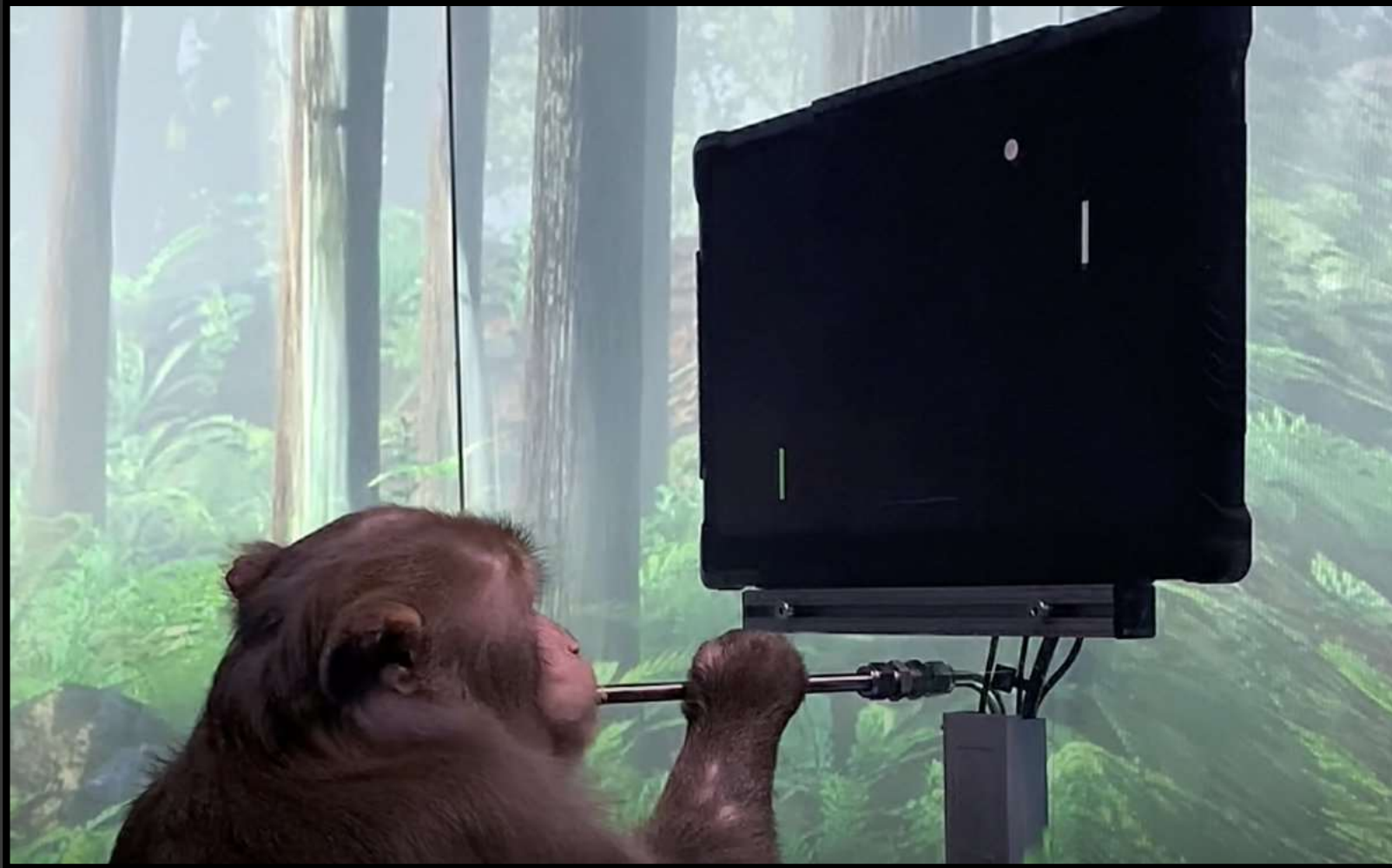
LIVE GALLERY (EN MOZILLA HUBS)



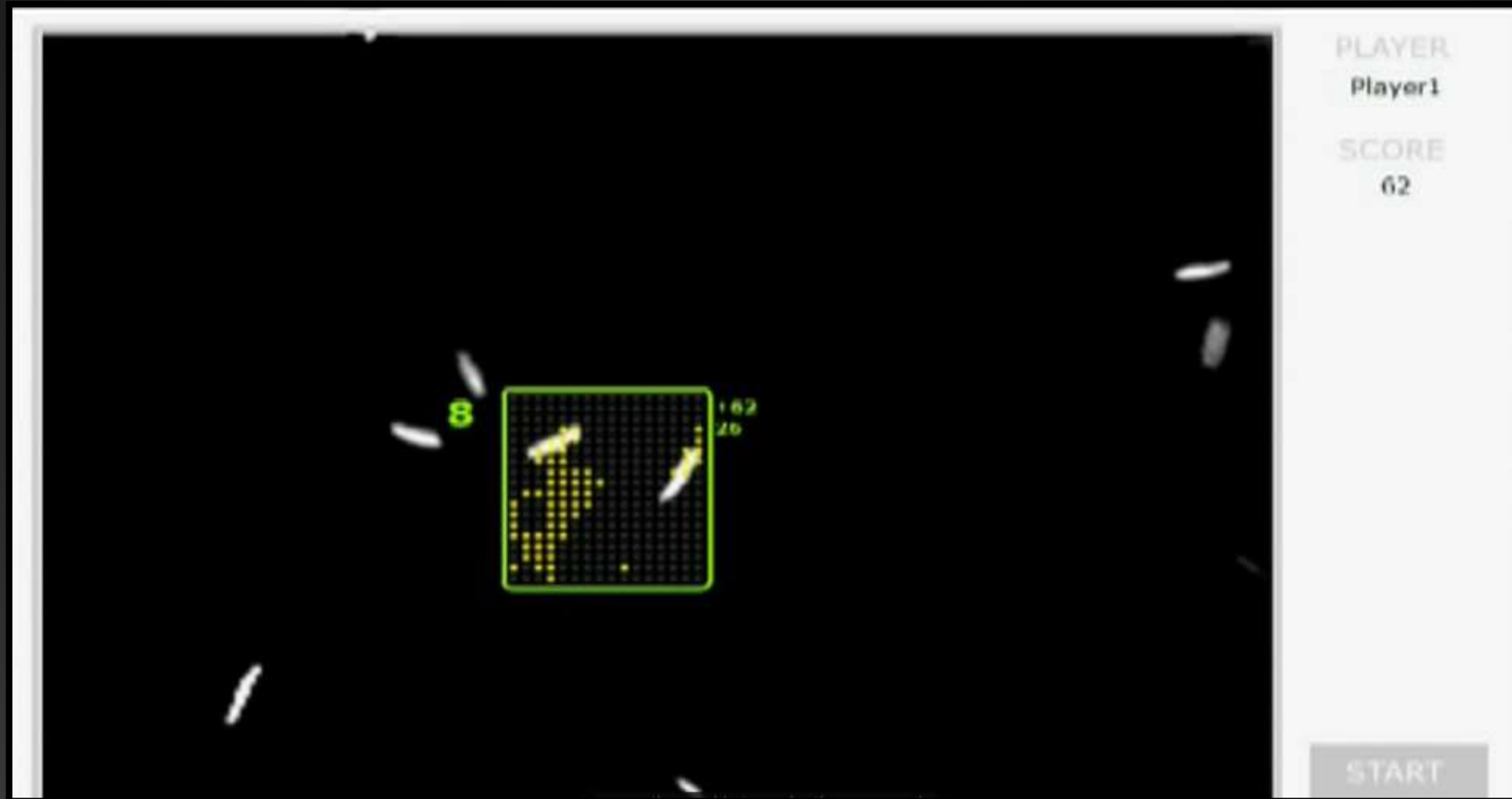
TWITCH PLAYS POKEMON

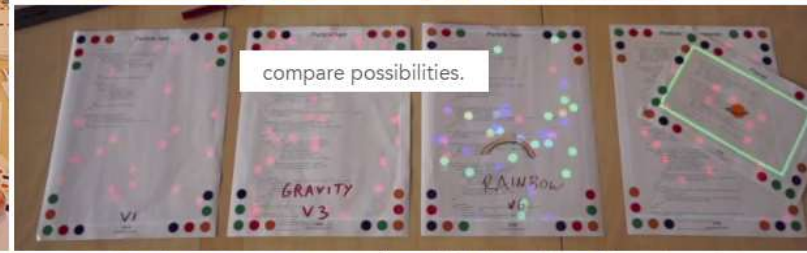
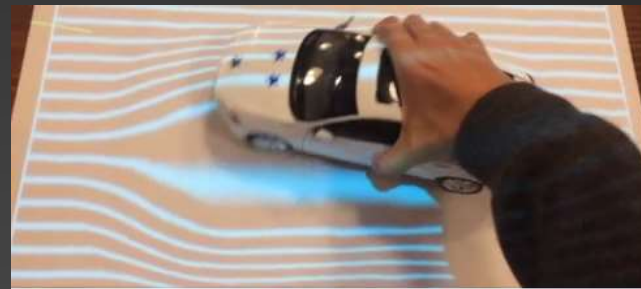


NEURALINK

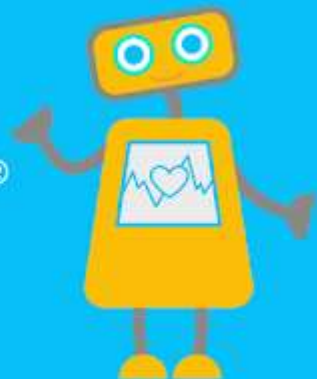


BIOTIC GAMES - STANFORD UNIVERSITY





Woebot®



Woebot
Messenger

Cool! 😊

So I'm trained to use Cognitive Behavior Therapy (CBT)

I know what CBT is

Great. The beauty about talking to me is that we can learn together in the context of your every day life

get it?

got it

good



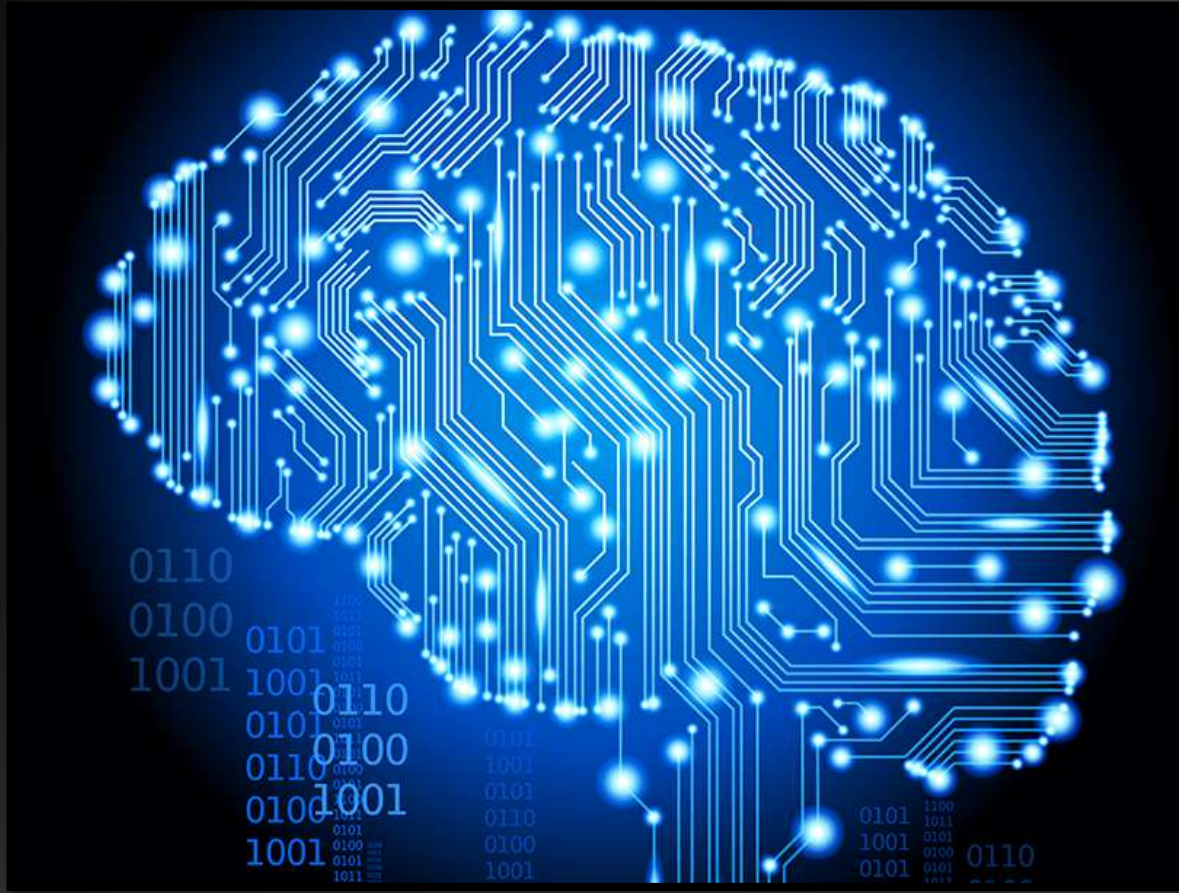
I'll teach you how to crush self-defeating thinking styles

How?

I use different tools like curated videos, word games, and tools that teach something

or have a proven ability to improve mood

sounds good





OCTOBO



YO, BARTENDER



OCTOPAD



HELLO, OPERATOR



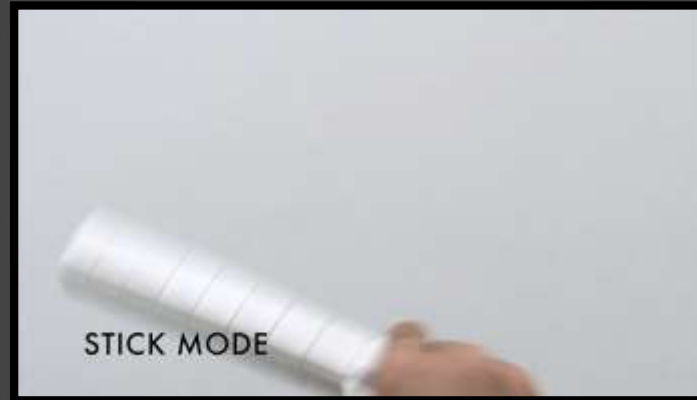
GRAVE CALL



PANTS // OFF



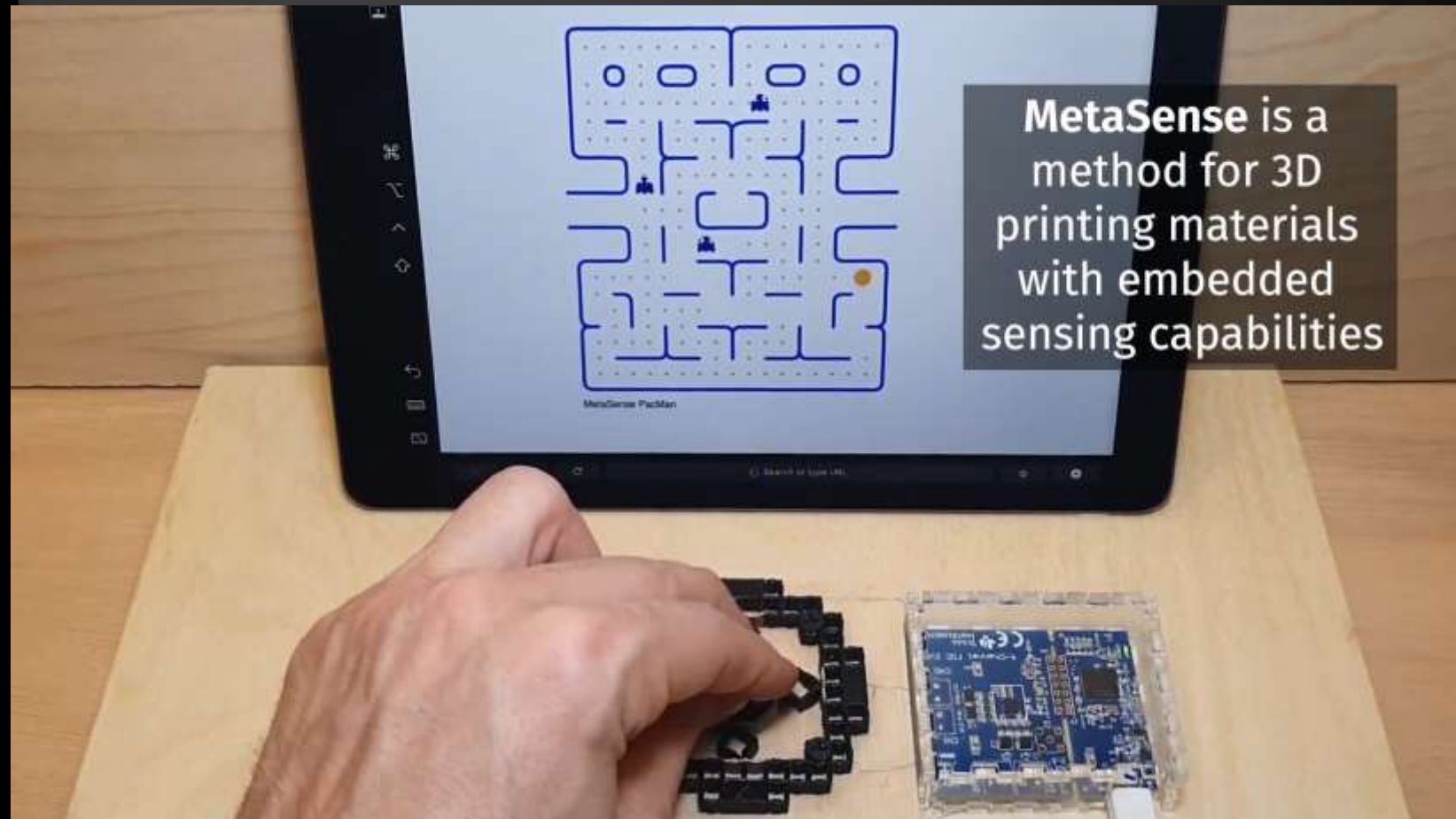
WIZ



MetaSense: Integrating Sensing Capabilities into Mechanical Metamaterial

Jun Gong
Olivia Seow
Cedric Honnet
Jack Forman
Stefanie Mueller

Published in UIST 2021



VIDEOJUEGOS EXPERIMENTALES

- Introducen novedades en el medio lúdico cuando se publican.
- Exploran un concepto en profundidad.



¡MUCHAS GRACIAS!

"The most dangerous thought that you can have as a creative person is to think that you know what you are doing" Bret Victor.

