



# CÓMO ENTRENAR A TU NEURÓN

**Camila  
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**Teo  
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# e<sup>x</sup>traPola





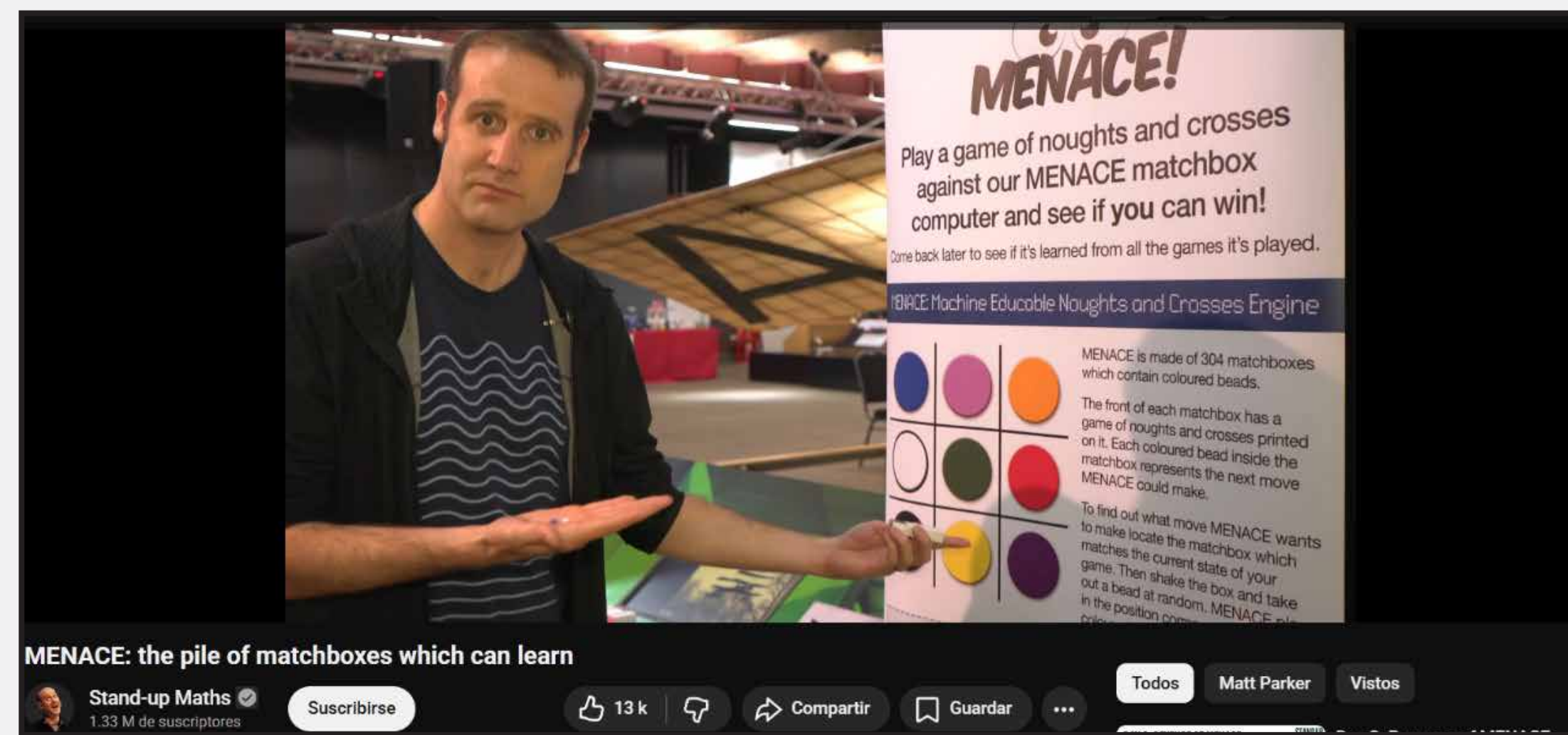


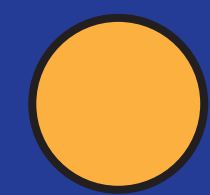
(y más)



# A Nim-like game and a machine that plays it: a learning situation at the interface of mathematics and computer science

PIERRE ESCLAFIT, SIMON MODESTE AND NICOLAS SABY





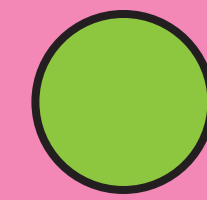
## Objetivos



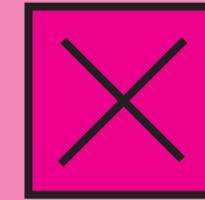
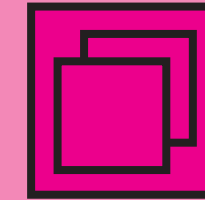
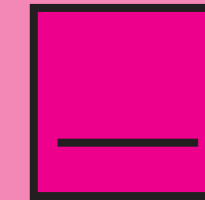
**Introducir conceptos de aprendizaje automático**

**Analizar formas de jugar y encontrar estrategias ganadoras**

**Debatir críticamente la idea de Inteligencia Artificial**



## Desafíos



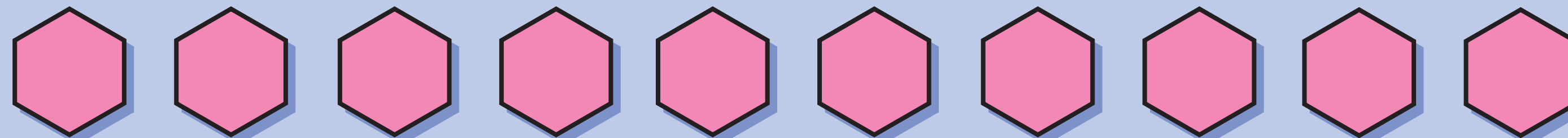
**Lograr una propuesta lúdica y atractiva para infancias**

**Adaptar la actividad original a un taller de una hora**

**Motivar a los y las participantes a entrenar a una máquina**

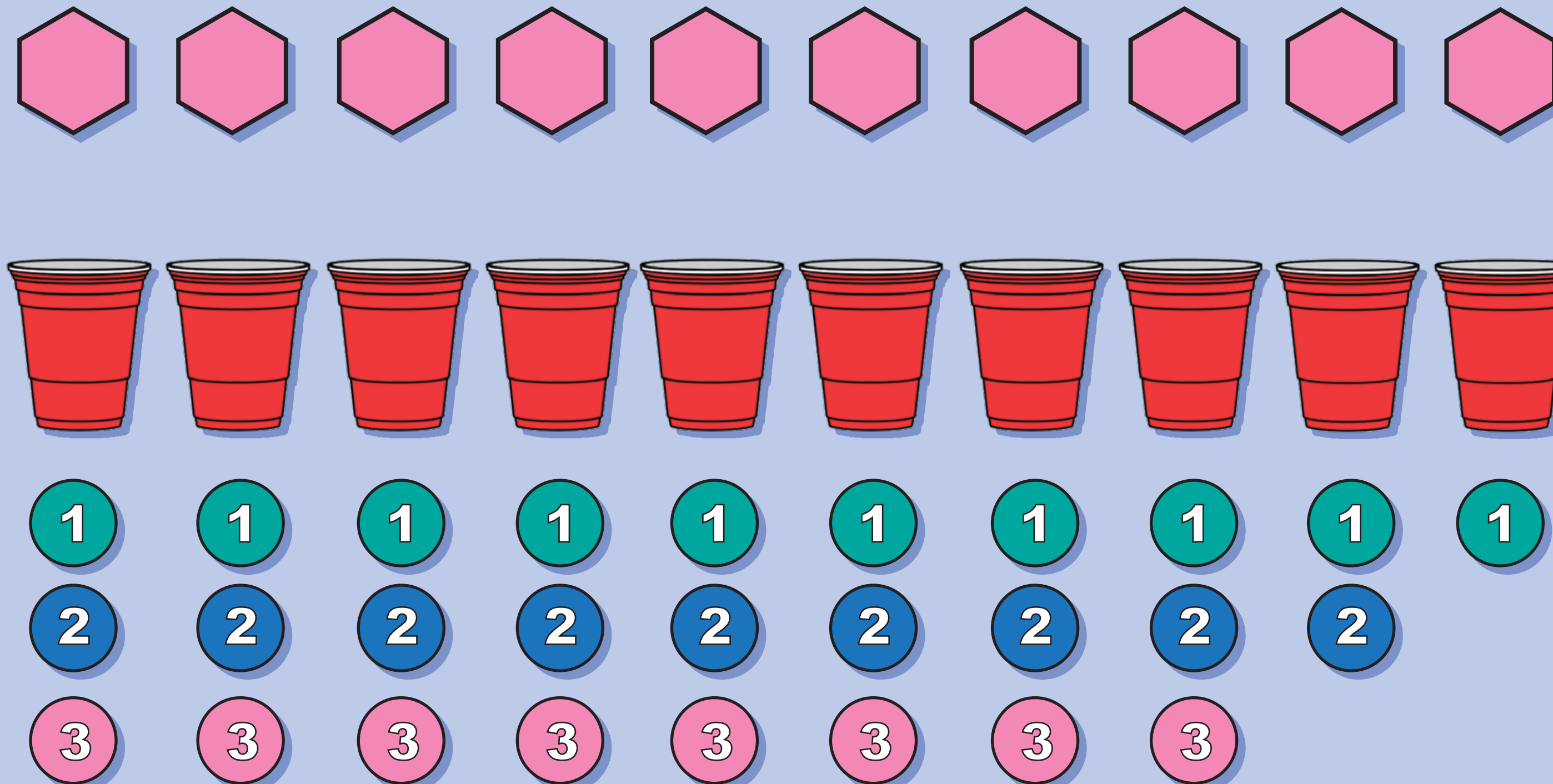
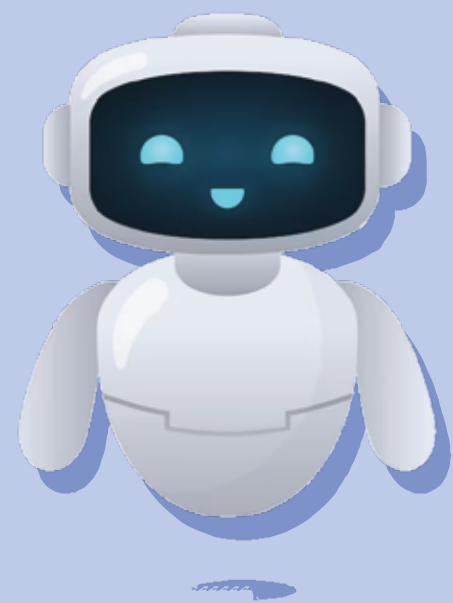
# NUESTRA PROPUESTA

# Jugar al NIM



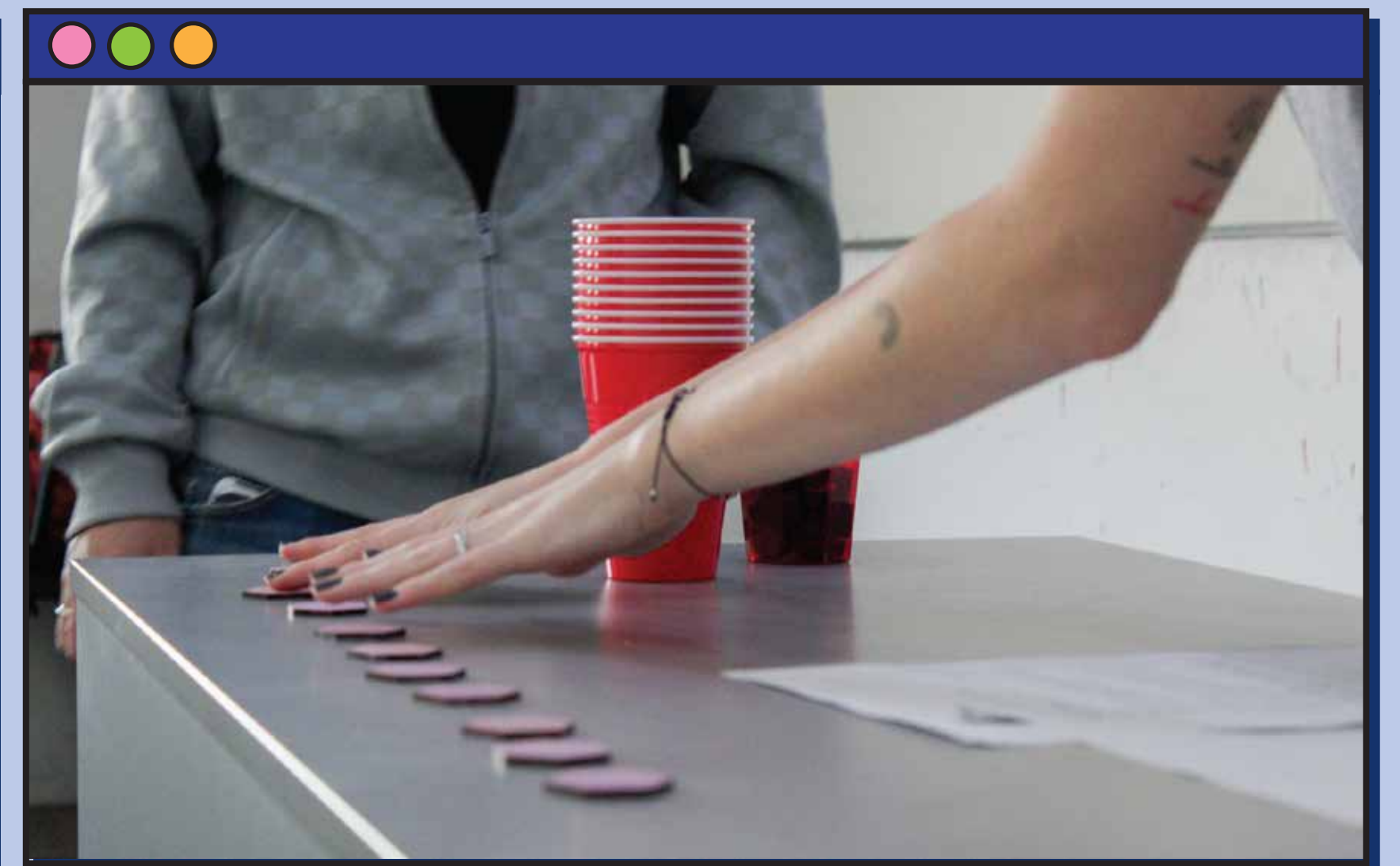


**contra Neurón!**





# Una prueba piloto...





**¡Ahora sí!**



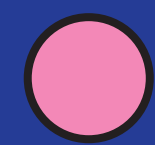
**JORNADAS  
ADA 2024**



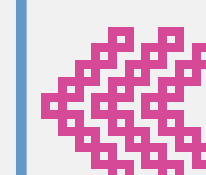
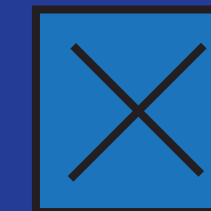
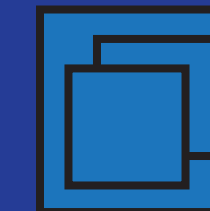
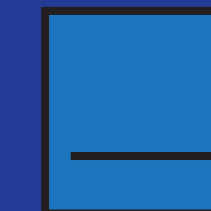
# EN LA ACTUALIDAD







# extrapola.fiq







**¡Gracias!**