



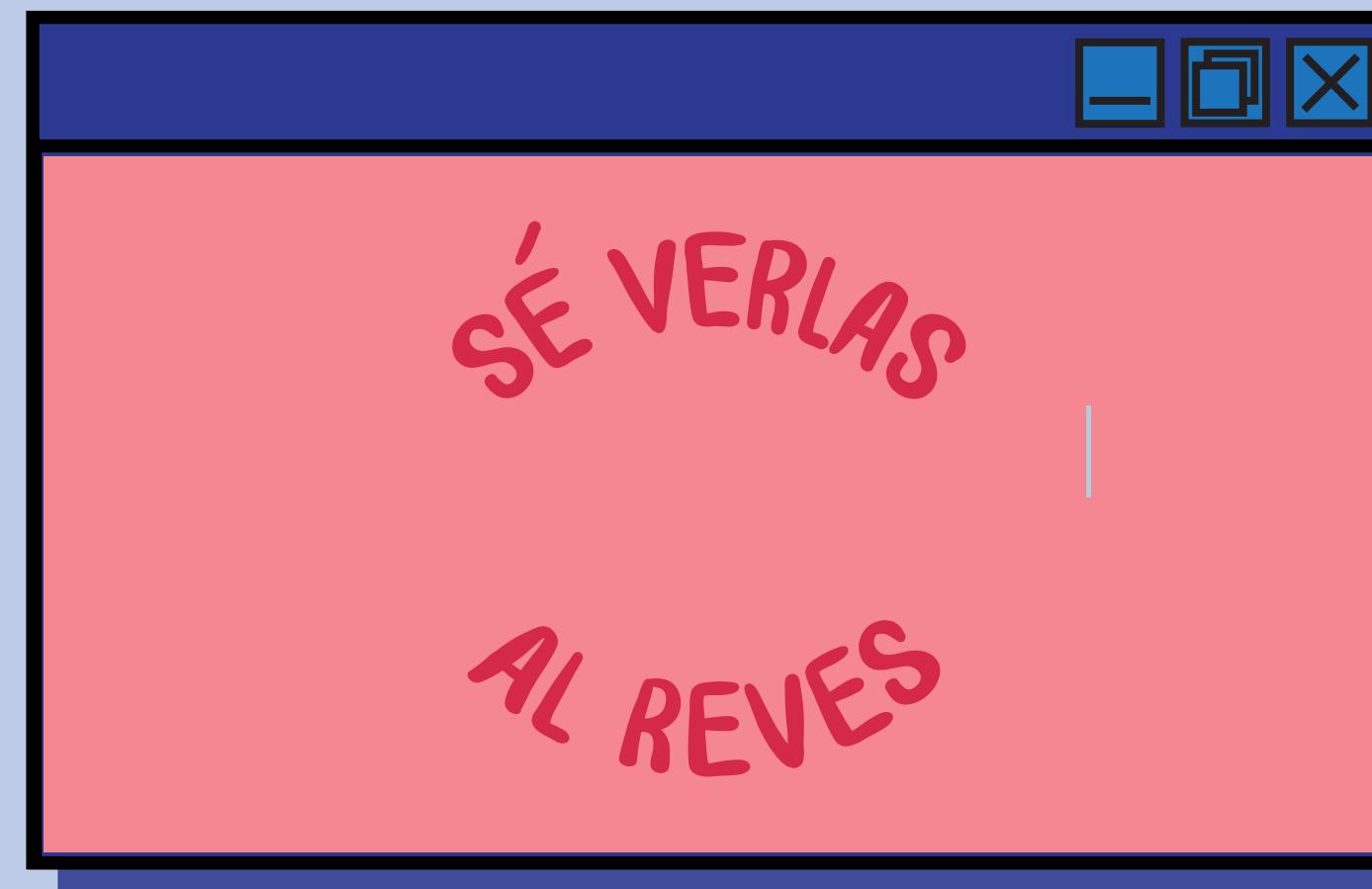
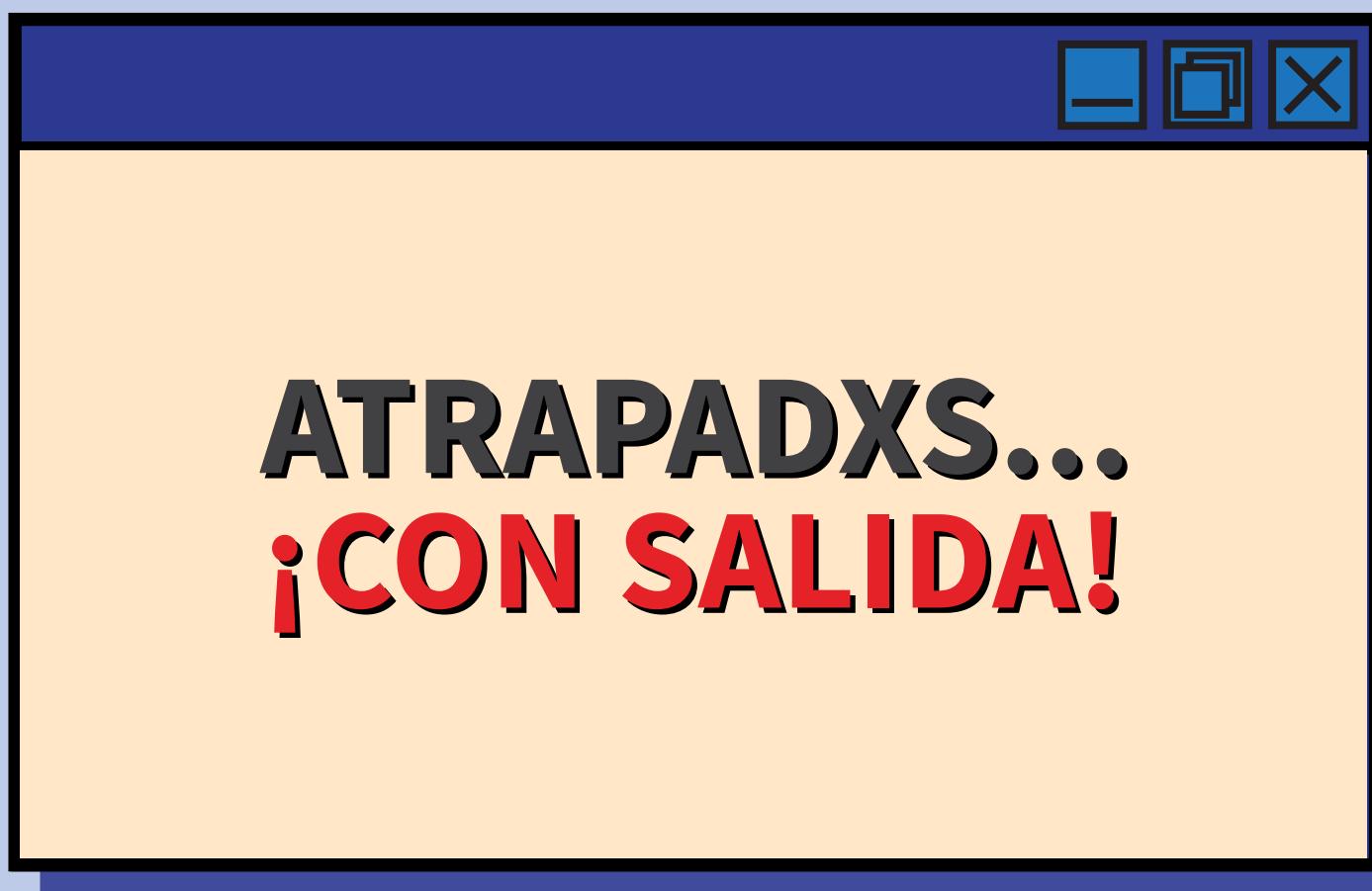
**Camila
Roncoroni**



**Teo
Valencia**

e^xtraPola

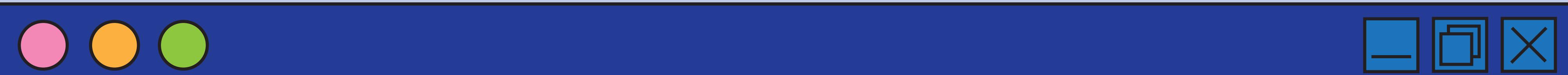




(y más)

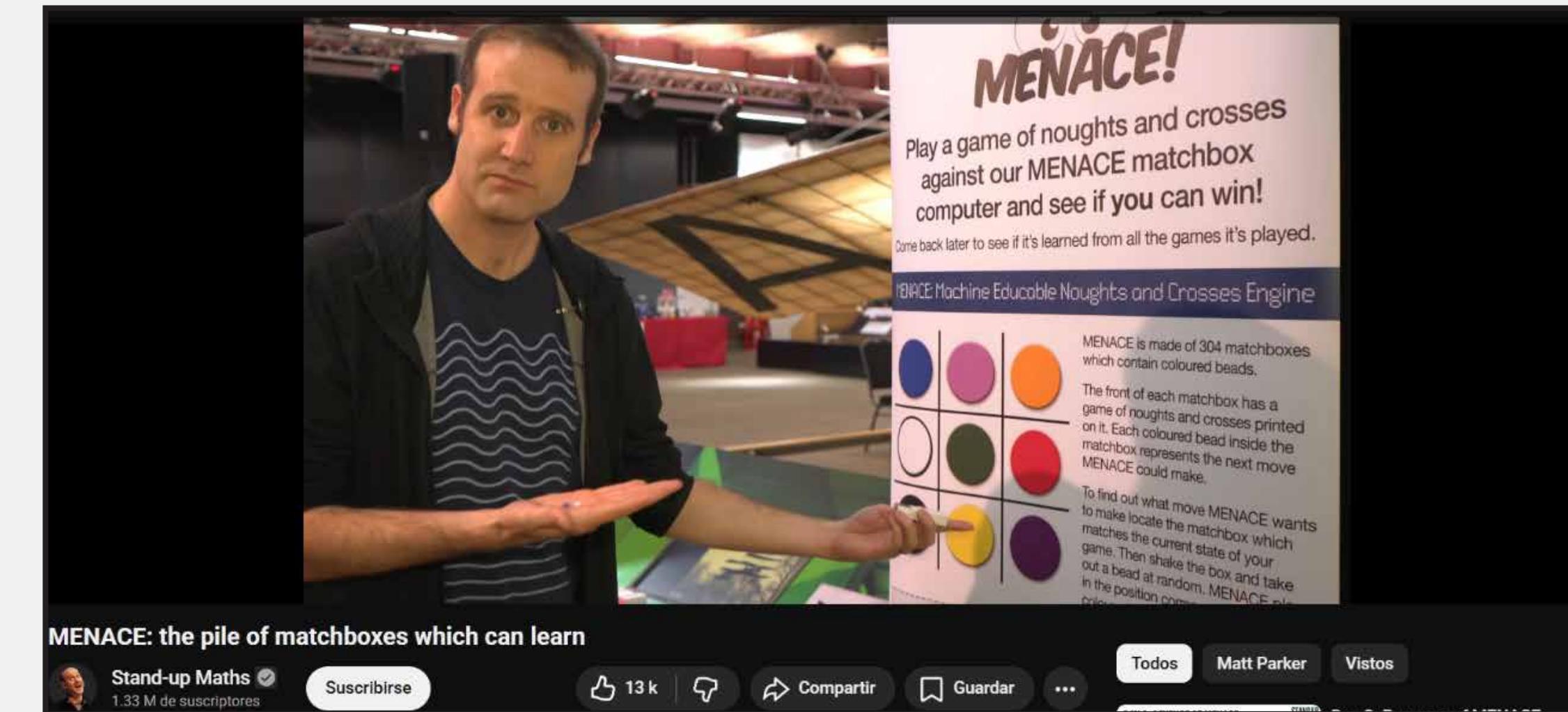


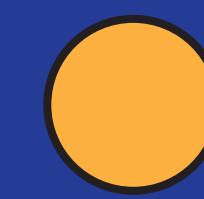
2024



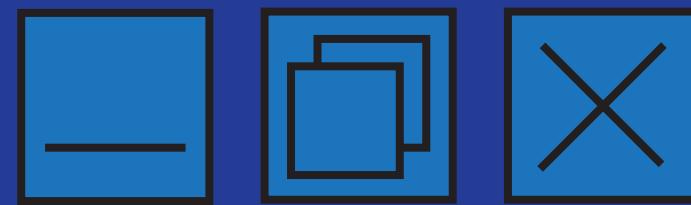
A Nim-like game and a machine that plays it: a learning situation at the interface of mathematics and computer science

PIERRE ESCLAFIT, SIMON MODESTE AND NICOLAS SABY





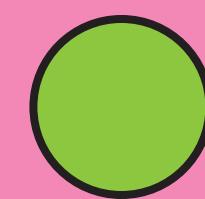
Objetivos



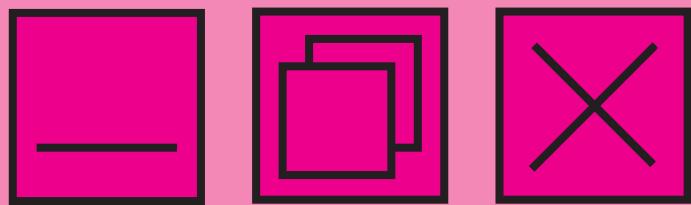
**Introducir conceptos
de aprendizaje
automático**

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

**Debatir críticamente
la idea de Inteligencia
Artificial**



Desafíos



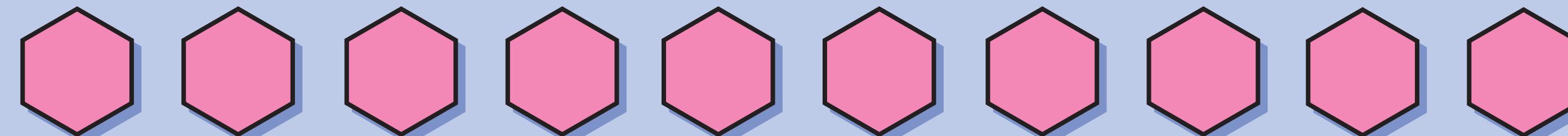
**Lograr una propuesta
lúdica y atractiva para
infancias**

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

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

NUESTRA PROPUESTA

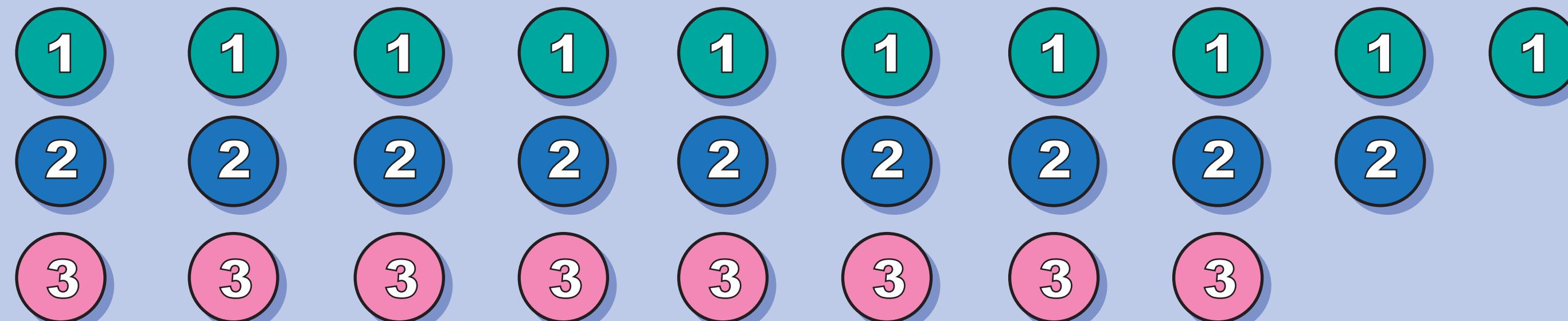
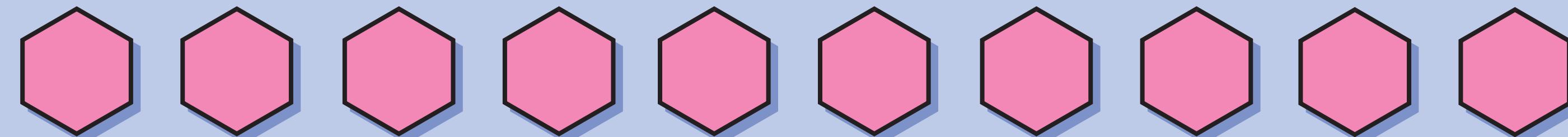
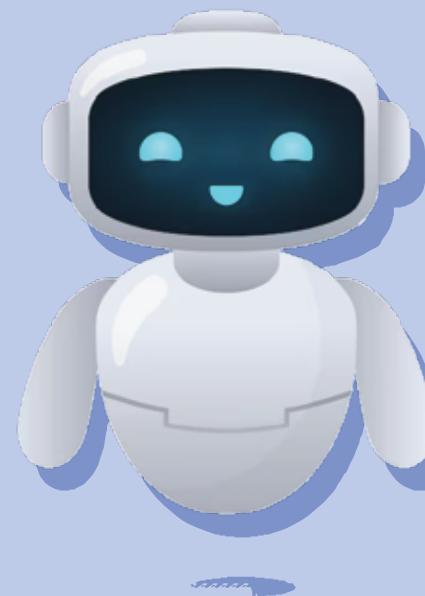
Jugar al NIM



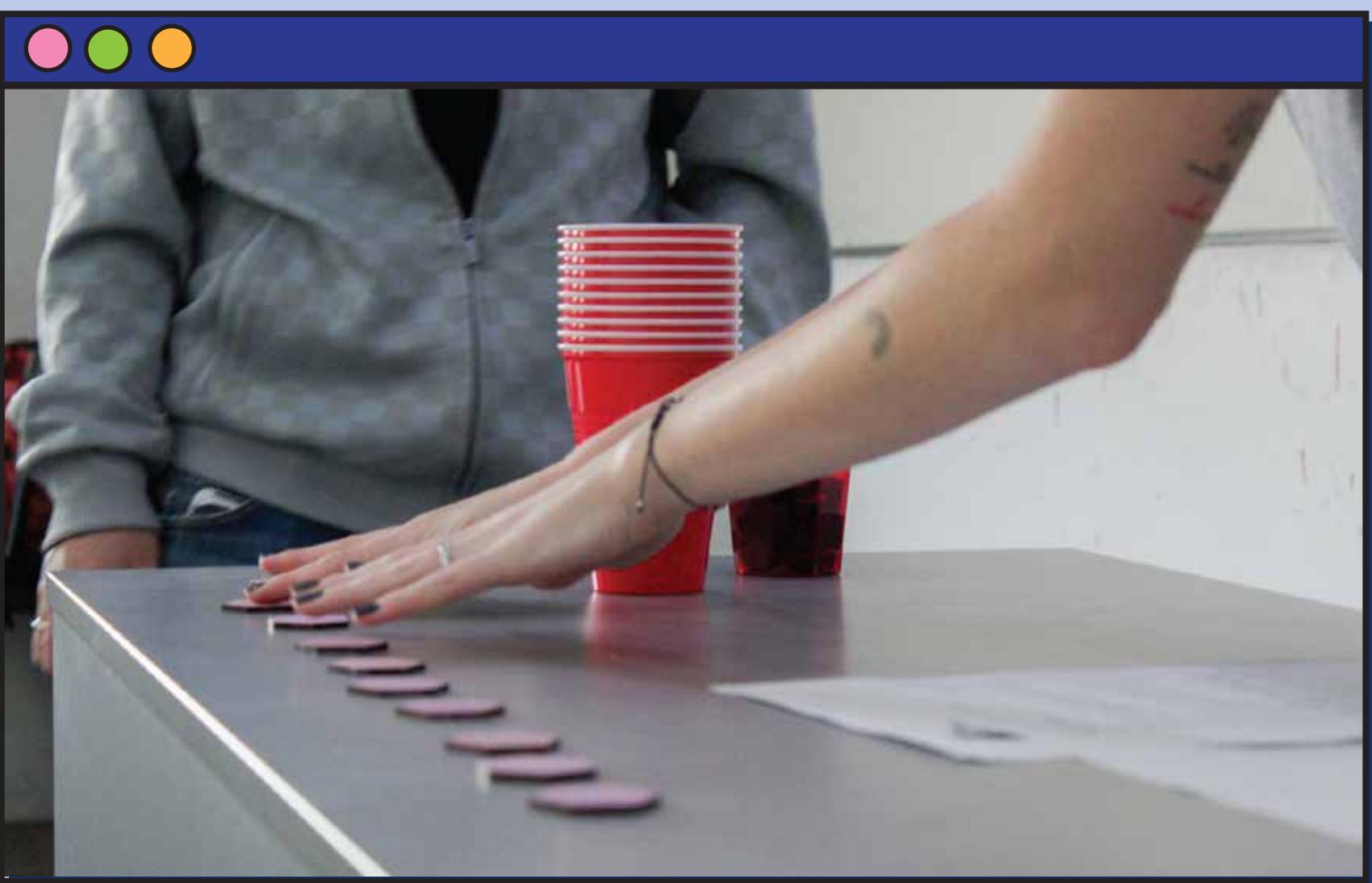
NUESTRA PROPIEDAD

Jugar al NIM

contra Neurón!



Una prueba piloto...



¡Ahora sí!



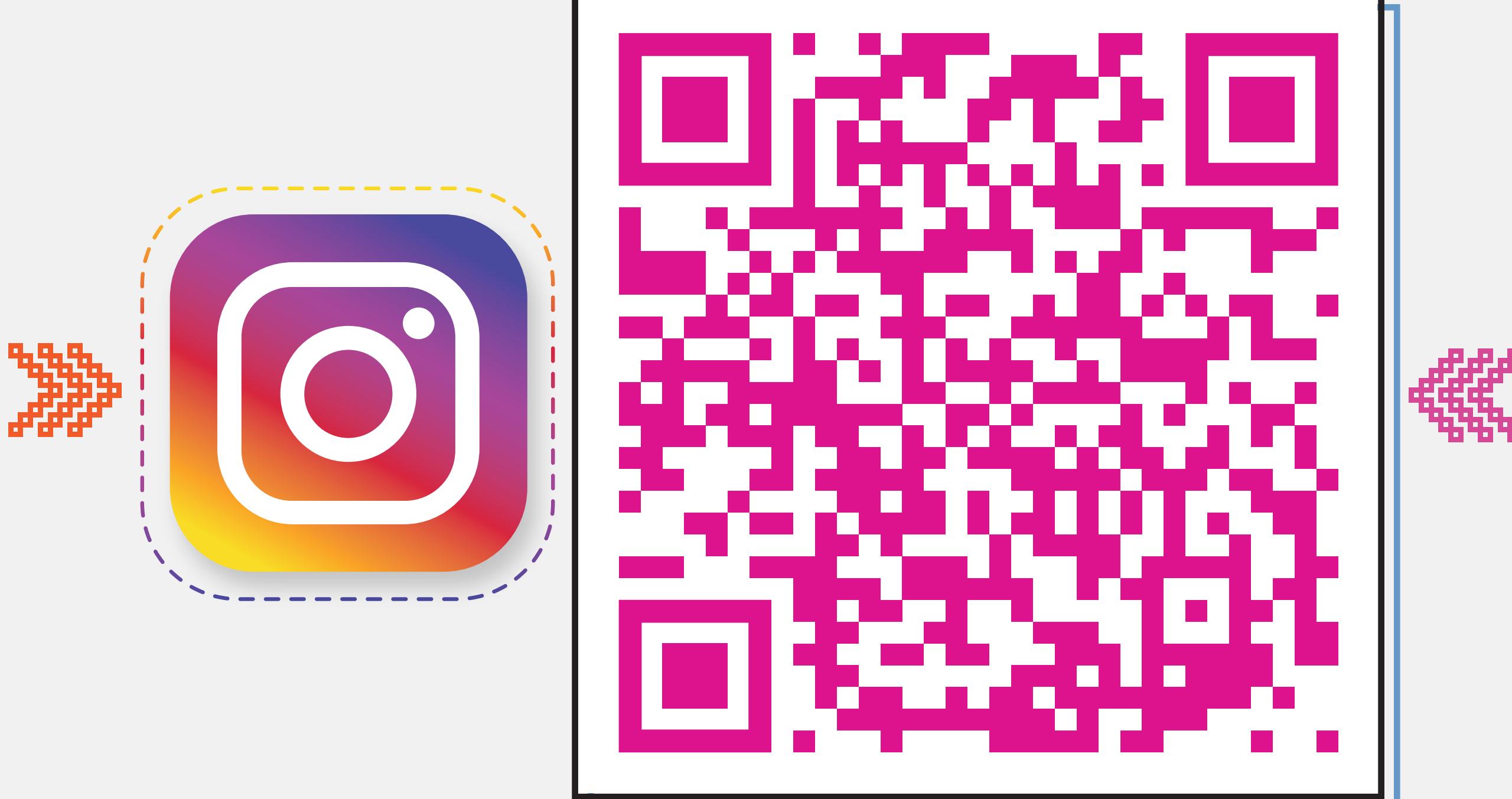
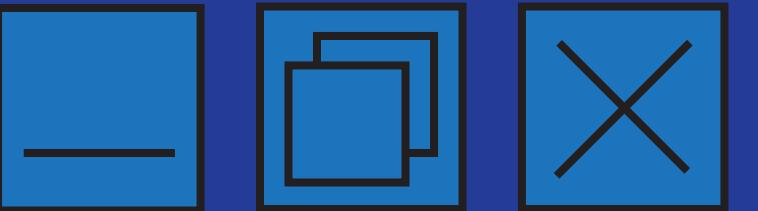
**JORNADAS
ADA 2024**

EN LA ACTUALIDAD





extrapola.fiq



¡Gracias!