

CRoNe is a focused, multidisciplinary event organized by the Innovation and Robotics Students group at UTFSM, being a meeting point for people from engineering, human and biological sciences for developing and understanding complex intelligent systems.

CALL FOR POSTERS

IMPORTANT DATES

- Abstract submission: June 14, 2019

- Paper submission: August 02, 2019

- Paper acceptance: September 06, 2019

- Early registration: September 16, 2019

- Conference dates: October 9 to 12, 2019.

SUBMISSIONS

All applications must be submitted through: https://easychair.org/conferences/?conf=crone2019

Submitted works must be original, and formatted according to the CRoNe Latex Template (available at crone.cc and Overleaf).

A minimum extension of 5 pages*. A maximum extensión of 7 pages.

*A paper with at least 4 pages could still be included as an invited work if it is determined as interesting and relevant by the editors.

PUBLICATION

CRoNe2019 proceedings shall be submitted to CEUR-WS.org for online publication, an OPEN, recognized ISSN publication series.

Last volume indexed by:

Scopus





Semantic Scholar

TOPICS OF INTEREST

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Topics for submissions include, but are not limited to:

- Education

Neuroscience and education Learning and knowledge technologies Empowerment and participation technologies Gamification and Game-based Learning **Education Policy and Leadership** STEAM (Science Technology Engineering Arts & Math) Education Creativity and Arts-based Education

- Cognitive Sciences

Computational cognitive systems Cognitive development Cognitive neuroscience Augmented cognition Artificial perception Language and action development Reasoning, Inference, and Planning Sensory substitution

- Computational Neuroscience

Structural and Functional models for connectivity Computational modeling of micro, meso and macroscopic neural networks Network analysis Novel physiological insights based on CN models

Neural coding **Plasticity**

- Representation Learning for Human and Robots Knowledge representation and reasoning

Neurosymbolic computing **Human Behaviour** Modeling Affordances Crossmodal learning

- Robotics and AI

Developmental Robotics Collaborative Robotics **Human-Robot Interaction** Affective Computing Deep learning Evolving deep networks Transfer learning in deep learning Bio-inspired robotics Reinforcement Learning Robotic and Virtual **Embodiment Applications** Robotic-Assisted Rehabilitation Performance metrics and benchmarking Applications on Healthcare. Media and Entertainment, Manufacturing, Natural Resources, Government, Etc.



See previous Proceedings in: http://ceur-ws.org/Vol-2312/ http://crone.cc/CRoNe2018 CongressProceedings.pdf