La siguiente representa una lista de ideas no exhaustiva:

1. Deep RL for robot action control.
2. Deep RL with human in the loop.
3. Cloud domain-based speech recognition (DOCKS.net).,
4. Convolutional neural networks in RL environments (Gym-OpenIA).
5. Interactive RL in Arcade Learning Environment.
6. Continuous Interactive RL.
7. Análisis y búsqueda de patrones en imágenes aéreas (dron o dataset).
8. Affordable cognitive robotics (using Arduino, Raspberry, or Android).
9. Posture/Action recognition using a depth sensor.
10. Comparison of image pattern recognition by using stereo and depth-based vision.
11. Robot vision and robot action with iCub - a humanoid robot
12. Comparison of vision and actions by using different robot simulators, i.e. iCub, V-Rep, Gazebo?
13. Robot learning with multiples learners/or teachers.
14. Transfer learning of robot action sequences.
15. Teaching affordable robots with ROS
16. Personality Based Recommender Systems

17. Planning robot actions
18. Choice prediction for human decision making (CPC18) - https://cpc18.wordpress.com/,
19. Congreso de chile y corrupción - coguiado con Claudio Henriquez