

PUBLICACIONES

- Cognidron-EEG: a system based on a brain–computer interface and a drone for cognitive training. DOI: <https://doi.org/10.1016/j.cogsys.2022.11.008>
- Social robots and brain–computer interface video games for dealing with attention deficit hyperactivity. disorder: a systematic review DOI: <https://doi.org/10.3390/brainsci13081172>
- Visuospatial working memory for autonomous uavs: a bio-inspired computational model. DOI: <https://doi.org/10.3390/app11146619>
- Toward ethical cognitive architectures for the development of artificial moral agents. DOI: <https://doi.org/10.1016/j.cogsys.2020.08.010>
- The plausibility of using unmanned aerial vehicles as a serious game for dealing with attention deficit-hyperactivity disorder. DOI: <https://doi.org/10.1016/j.cogsys.2019.09.013>
- Artificial moral agents: a survey of the current status. DOI: <https://doi.org/10.1007/s11948-019-00151-x>
- Integrating a cognitive computational model of planning and decision-making considering affective information. DOI: <https://doi.org/10.1016/j.cogsys.2017.03.002>
- Autonomous agents and ethical decision-making. DOI: <https://doi.org/10.1007/s12559-015-9362-8>
- Computational model of motor planning for virtual creatures: a biologically inspired model. DOI: <https://doi.org/10.1109/TLA.2015.7040622>
- Cognitive process of moral decision making for autonomous agents. DOI: <https://doi.org/10.4018/ijssci.2013100105>