Book: Computational Cognitive Neuroscience (O'Reilly and Munakata)

The content is organized into chapters, but also massively hyperlinked, and the content can go very "deep" while also enabling a very quick and relatively high-level of information that captures the key points, suitable for college undergraduates or even high school curricula. The main page for a given chapter provides a complete high-level pass through the material that stands alone, and is highly accessible. Everything else should be a subtopic page under the main page.

- Front Matter
1: Introduction

• 2: Neuron

• 3: Networks

• 4: Learning Mechanisms

• 5: Brain Areas
6: Perception and Attention

7: Motor Control and Reinforcement Learning

8: Learning and Memory

9: Language
10: Executive Function

- Back Matter