29th Annual Learning Symposium: Child Development in a Digital World

Evaluation Results

Professional Designation

Teacher	85
Parent/GP	23
Psychologist	19
Student	16
Counselor	10
Physician/Nurse	7
Social Worker	7
Administrator	6
Other	6
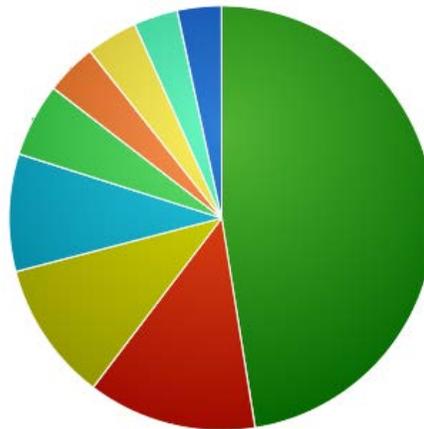
Legend:
- Teacher
- Parent/GP
- Psychologist
- Student
- Counselor
- Physician/Nurse
- Social Worker
- Administrator
- Other

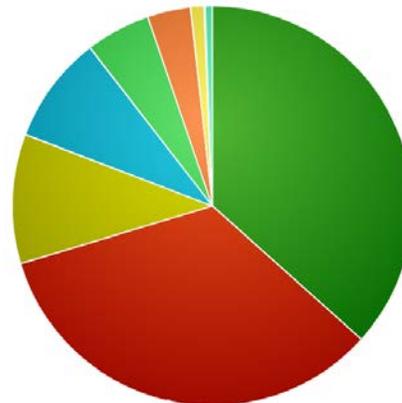### Will you receive Continuing Education Credits?

Yes	115
No	47

Was the information fair & balanced?

Yes:	161
No:	2

How did you hear about the program?

Website/Email	63
Word of Mouth	58
Other	18
Trinity, UIW, TAMUSA	15
Facebook	9
Brochure in Mail	6
LCN Newspaper	2
TV	1

Legend:
- Website/Email
- Word of Mouth
- Other (Unspec.)
- University
- Facebook
- Brochure in Mail
- Local Comm. News
- TV

Quality of Registration & Hospitality

Average Rating: 4.9 *(Same as 2018)*

Consensus: Registration and check-in were fast and easy. Attendees would like pastries in the morning and more lunch options.

Comments:

Quality of Keynote

Average Rating: 4.53 *(-.07 from 2018)*

Consensus: Lecture was delivered well and had solid data. The audience loved Dr. Subrahmanyam's presentation style and well-researched commentary. Some attendees noted they would have liked a few more practical tips for the classroom/home.

Comments:

Tech Generation (Jon Lasser)

Average Rating: 4.82 *(+0.2 from 2018)*

Consensus: The audience was very engaged by Dr. Lasser. They were able to take practical tips from the presentation, and felt the lecture complemented the keynote lecture.

Comments:

Great Useful informative information good presentation Excellent engaging Relevant presenter

Social Media/Self vs. Selfie (Cynthia Diaz de Leon)

Average Rating: 4.16

Consensus: Good ideas with a lot of information to take back to homes & classrooms. Many attendees felt this was a solid refresher of their knowledge.

Comments:

short Good read media information Slides Interesting

Game-Based Learning (Sherita Love)

Average Rating: 4.36

Consensus: Interactive, engaging, and fun presentation. Some attendees noted that they still believe video games are harmful to children.

Comments:

games classroom Loved info gaming presentation good Interesting video Great

STEAM (Ellen Barnett)

Average Rating: 3.80

Consensus: Very nice and engaging presenter with fun, hands-on activities. However, tech issues prevented attendees from realizing the full benefits of the presentation.

Comments:

show work Great interactive Ozobots

ADHD & Medication (Steven Pliszka)

Average Rating: 4.5 *(+0.15 from 2018)*

Consensus: Very informative and interesting. Some attendees recommended including information about education/counseling-based strategies for helping students with ADHD.

Comments:

informative information medication good helpful ADHD understand students provided teachers

Marketable Tech Skills (Scott Crenshaw)

Average Rating: 4.82

Consensus: Interesting and exciting information. Many attendees noted that the information was scary, and that it made them want to take action.

Comments:

informative helpful scary interesting information little presentation easy Excellent

Instructional Technology (Matthew Patty)

Average Rating: 4.88

Consensus: This was a favorite of many attendees. They loved the hands-on presentation and the fact that they walked away with many tools to use in the classroom.

Comments:

Loved great ideas Interactive Fun use informative classroom apps learning

Dyslexia & Tech (Julie Hanson)

Average Rating: 4.67

Consensus: Amazing resources and information. Attendees loved Mrs. Hanson's presentation style, and appreciated that they walked away with information they could use.

Comments:

informative resources tools Great information Lots good lot provided knowledgeable

Education Tech & You (Roland Rios)

Average Rating: 4.75

Consensus: This was an engaging, practical, and applicable presentation. Felt they could truly use this information in their classrooms, especially for elementary-aged children.

Comments:

Ethics Panel

Average Rating: 4.9 *(+0.05 from 2018)*

Consensus: Great conversation and topics. Attendees were very engaged and entertained by the lively discussion.

Comments:

Was the cost appropriate?

Yes: 171   No: 1

Will you attend again?

Yes: 166   No: 2

Rating in terms of satisfaction:

Average Rating: 4.7 *(Same as 2018)*

Rating in terms of knowledge gained:

Average Rating: 4.65 *(+0.05 from 2018)*

Rating in terms of skills gained:

Average Rating: 4.48 *(-0.02 from 2018)*

How has the Symposium helped you?

- Helped me think a lot about how I can help my child and students utilize tech and become more independent.
- Reminded me to limit my phone use around my child.
- Offered resources to use in my classroom.

- It gave me great ideas to incorporate technology in my class.
- I can use these findings and facts to educate and assist parents.
- Helped me realize that as a parent, I'm moving in the right direction.

What would you like to see in future presentations?

- Classroom Behavior Management
- Anxiety
- Emotional resilience
- LD-specific themes
- Stress Management (For teachers/counselors and for students)

- Higher education transition
- More dyslexia presenters
- Inclusive classrooms
- More interaction in sessions.
- Roundtable discussions.

Additional Comments:

- Thank you for providing educational opportunities for parents and educators.
- Please expand lunch options.
- Topics were timely.
- Thank you for keeping it affordable.

- Very qualified speakers.
- Scholarships should be offered for low income parents.
- So glad I came! Gets better and better every year.