



# 29th Annual Learning Symposium

Friday, January 25, 2019 8am-4pm

## "Growing up Digital"

Is Living, Learning, and Communicating with Technology Transforming Youth Development?"

**Keynote Lecture by Kaveri Subrahmanyam, PhD**

Chair of the Department of Child & Family Studies, Cal State LA

Young people are growing up immersed in digital worlds. Often called digital natives, their technology use has been the source of much optimism but also concern. The keynote presentation will cover research exploring this topic.

**Presenter:**  
Steven Pliszka, MD  
UT Health

## ADHD & Medication

Overview of pitfalls in the diagnostic evaluation of ADHD, and then proceed to an in-depth discussion of the use of stimulant and non-stimulant medications in ADHD; with emphasis on dealing with partial responders to medication.

Presentation will focus on the key benefits and risks of digital technology for children and adolescents, along with the "Tech Happy Life" model.

## Tech Generation: Raising Balanced Kids

**Presenter:**  
Jon Lasser, PhD  
Texas State

**Presenter:**  
Matthew Patty, MA  
Northside ISD

## Educational Technology in the Classroom

Technology has the ability to redefine classroom practices. This session will explore how minor tweaks can provide enhanced learning practices.

Overview of what skills technology companies are looking for (and why), and will discuss how you can help your child or student develop these skills.

## Developing Marketable Tech Skills

**Presenter:**  
Scott Crenshaw, MBA  
Rackspace

**Presenter:**  
Roland Rios, Ed.D.  
Fort Sam ISD

## Education Tech & You

Discussion on generational differences, theoretical models, and technology trends in educational technology. This presentation is great for teachers!

Overview of the use of technology to support and instruct students with Dyslexia. This presentation will include examples of tools that can be used.

## Dyslexia & Technology

**Presenter:**  
Julie Hanson, M.Ed.  
WSSA

**Presenter:**  
Ellen Barnett, PhD  
Trinity University

## Robotics & STEAM

Hands-on presentation; this session will offer examples of how robotics is being used in schools, and will include time for discussion about the incorporation of robotics/STEAM programs.

Presentation will cover the social development and learning that takes place while children are playing video games.

## Video Games & Learning

**Presenter:**  
Sherita Love, PhD  
Texas A&M SA

**Presenter:**  
Cynthia Diaz de Leon  
Clarity Child Guidance

## Social Media

Brief overview of major social media platforms, along with an overview of what happens emotionally, socially, and psychologically as a result of social media use.

This 3-hour panel discussion will examine aspects of raising digital citizens. Participants can earn Ethics CMEs by attending this presentation.

## Ethics Panel

Featuring Experts in Education, Medical, Communication, and Legal fields