

ATCNE 2019 November 15 Program Sessions

	Bristol A	Bristol B	Narragansett	Patriots	Rhode Island	Salon IV	Salon V	Tiverton
Morning Session 9:30-10:45	Top 10 Free Tech Tool Treasures: Help for Individuals Across the Lifespan! <i>Joan L. Green</i>	(Google) Keeping It All Together <i>Karen Waddill</i>	3D Printing Keyguards- Your Gateway to 3D Printed Assistive Technology <i>Ken Hackbarth</i>	Effective AAC Consultation in ABA-Based Settings: Practical Solutions to Avoid Clashes <i>K. Grandbois, J. Neal & A. Wonkka</i>	Continuous Use of Clinical Brain Computer Interface Assistive Technology Devices <i>Dr. Gerri Light</i>	App Smashing for Reading, Writing and Note Taking <i>Jamie Martin</i>	Action! Use Audio & Video to Engage Every Learner <i>Mike Marotta</i>	Connecting Core Vocabulary to Curriculum Content <i>Elena Fader Mary Sagstetter</i>
10:45-11:15 Break Exhibit Hall/Bringing Access to Life Expo					10:45-11:15 Break Exhibit Hall/Bringing Access to Life Expo			
Mid Day Session 11:15-12:30	Top Ten Vision Technology Treasures 2019 <i>Steven Famiglietti</i>	Are You Secure With Your AT Tools & Services? <i>Mike Marotta</i>	3D Printing Application For Education and Clinical Practice in Occupational Therapy <i>Ian Sutherland Karen Jacobs</i>	Getting On Board - Creative Training Ideas for Staff Using AAC <i>Meghan Broz</i>	Creating Switch-Adapted Toys to Teach Cause & Effect to Nonverbal Children with Severe Disabilities <i>Marci M. Belfi</i>	Symbol-Supported Communication & Writing in a Chromebook Classroom Vendor Presentation <i>Nathan Mozian</i>	Tech Trends that DOMINATE! Making Education More Inclusive <i>Nicole Feeney</i>	AAC for Adults with Acquired Injury or Illness: What are my Options? Vendor Presentation <i>Kassi Rollins</i>
12:30-1:30 Lunch 1:30-2:00 Exhibit Hall/Bringing Access to Life Expo					12:30-1:30 Lunch 1:30-2:00 Exhibit Hall/Bringing Access to Life Expo			
Afternoon Session 2:00-3:15	Addressing Sensory Needs Transparently and Appropriately Within Any Environment <i>Dr. R. Heipp</i>	Transform an iPad From a Reinforcer to an Educational Tool <i>Simone Buckley</i>	Validating "Technology Enhanced Performance" with AT Research and Outcomes... <i>Mark Surabian</i>	AAC and Engagement: the Use of Movement and Music to Increase Communication and Socialization of AAC Users <i>Kia DePalma</i>	Gaming Accessibility - What is All This Buzz About? <i>Adam Kosakowski</i>	Go with the (Work) Flow <i>Karen Waddill</i>	UDL Technology 2020: The Best Technology for Special Education <i>John O'Sullivan</i>	Digital Implementation Plans <i>Amy Wonkka Rachel Kuberry</i>