

3D Printing/Misc.	AT/LD	Alt Access/Gaming	AAC	UDL/AT	Adult/Misc.	General AT	AAC/Implementation
<p>3D Printed Keyguards - Your Gateway to 3D Printed Assistive Technology</p> <p><i>Ken Hackbarth</i></p> <p>Beginner</p>	<p>App Smashing for Reading, Writing and Note Taking</p> <p><i>Jamie Martin</i></p> <p>Intermediate</p>	<p>Continuous Use of Clinical Brain Computer Interface Assistive Technology Devices</p> <p><i>Gerri Light</i></p> <p>Beginner</p>	<p>Effective AAC Consultation in ABA-based Settings: Practical Solutions to Avoid Clashes</p> <p><i>Kate Grandbois, Jennifer Neal, Amy Wonkka</i></p> <p>Intermediate</p>	<p>Action! Use Audio & Video to Engage EVERY Learner</p> <p><i>Mike Marotta</i></p> <p>Intermediate</p>	<p>Top 10 Free Tech Tool Treasures: Help for Individuals Across the Lifespan!</p> <p><i>Joan L. Green</i></p> <p>Beginner</p>	<p>(Google) Keeping it All Together</p> <p><i>Karen Waddill</i></p> <p>Beginner</p>	<p>Connecting Core Vocabulary to Curriculum Content</p> <p><i>Elena Fader Mary Sagstetter</i></p> <p>Beginner</p>
<p>3D Printing: Application for Education and Clinical Practice in Occupational Therapy</p> <p><i>Ian Sutherland Karen Jacobs</i></p> <p>Beginner</p>	<p>Symbol-supported Communication & Writing in a Chromebook Classroom</p> <p><i>Nathan Mozian</i></p> <p>Intermediate</p> <p><i>Vendor Presentation</i></p>	<p>Creating Switch-Adapted Toys to Teach Cause & Effect to Nonverbal Children with Severe Disabilities</p> <p><i>Marcie M. Belfi</i></p> <p>Intermediate</p>	<p>Getting on Board - Creative Training Ideas for Staff Using AAC</p> <p><i>Meghan Broz</i></p> <p>Intermediate</p>	<p>Tech Trends that DOMINATE! Making Education More Inclusive</p> <p><i>Nicole Feeney</i></p> <p>Beginner</p>	<p>Top Ten Vision Technology Treasures 2019</p> <p><i>Steven Famiglietti</i></p> <p>Beginner</p>	<p>Are you Secure with your AT Tools & Services?</p> <p><i>Kelly Fonner Mike Marotta</i></p> <p>Intermediate</p>	<p>AAC for Adults with Acquired Injury or Illness: What are My Options</p> <p><i>Kassi Rollins</i></p> <p>Intermediate</p> <p><i>Vendor Presentation</i></p>
<p>Validating "Technology Enhanced Performance" with AT Research and Outcomes...</p> <p><i>Mark Surabian</i></p> <p>Intermediate</p>	<p>Go with the (Work) Flow</p> <p><i>Karen Waddill</i></p> <p>Beginner</p>	<p>Gaming Accessibility - What is all this Buzz About?</p> <p><i>Adam Kosakowski</i></p> <p>Beginner</p>	<p>AAC and Engagement: The Use of Movement and Music to Increase Communication and Socialization for AAC Users</p> <p><i>Kai DePalma</i></p> <p>Intermediate</p>	<p>UDL Technology 2020: The Best Technology for Special Education</p> <p><i>John F. O'Sullivan</i></p> <p>Intermediate</p>	<p>Addressing the Sensory Needs Transparently and Appropriately Within Any Environment</p> <p><i>Dr. Raymond Heipp</i></p> <p>Intermediate</p>	<p>Transform an iPad from a Reinforcer to an Educational Tool</p> <p><i>Simone Buckley</i></p> <p>Beginner</p>	<p>Digital Implementation Plans</p> <p><i>Amy Wonkka Rachel Kuberry</i></p> <p>Intermediate</p>