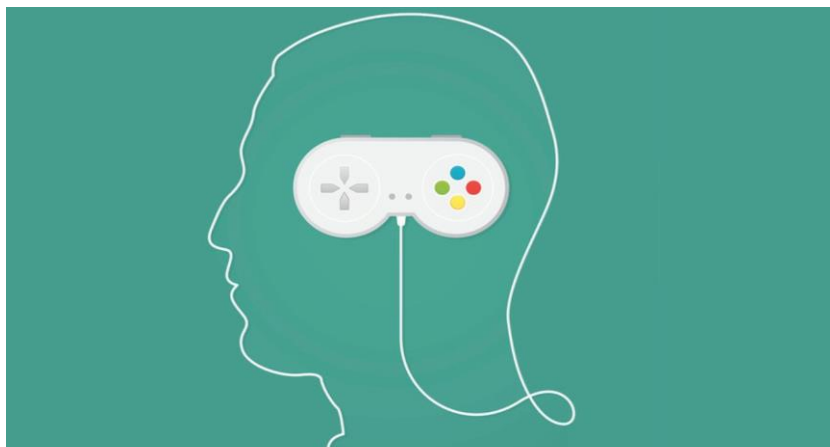


Project Access Presents: A Half-Day Workshop for Parents and Professionals



DECEMBER 4, 2017

HOWARD COMMUNITY COLLEGE

9:00 A.M.- 12:00 NOON

(REGISTRATION WILL BEGIN AT 8:30 A.M.)

DUNCAN HALL, ROOM 100

COLUMBIA, MD

BRAIN-BASED LEARNING: FROM CLASSROOMS TO VIDEO GAME CONSOLES

Experts in the field of neurodevelopment and neuroscience will explore brain-based learning across settings including the classroom, social media, and video gaming. Examine attention, learning, and other self-regulatory differences. Evidence-based strategies to support individuals in and beyond high school will be offered.

Explore the impact of social media and video games among adolescents from a neuroscience perspective. Examine the relationship between video game overuse and behavioral and academic functioning.



You Can Get There From Here.



Guest Speakers:

Dr. Vincent Culotta, Ph.D.

ABN



Dr. Melissa Blackwell, Psy.D.



Dr. Kirk M. Griffith, Ph.D.



Contact information:

Dianne Nagle

443.518.4625/dnagle@howardcc.edu

Conference Registration fees:

\$45 -by 11/25/17

\$50 -after 11/27/17 and at door
(Payment Non-refundable)

3 CEU's Available

To Register go to:

howardcc.edu/brainbasedlearning