

In the Spotlight: Autism and the Media

Presentations & Breakout Session Summaries

9:10-10:00 AM

Hollywood's Autism Fantasy

Nob Hill Room

10:05-11:00 AM Breakout Sessions

Improv for Interaction "IF I" ®

Coit Lounge

Join The Miracle Project ® master-coaches for this interactive session. Utilizing this evidence-based methodology, students will engage in improvisation, theatre games and role-play, to practice skills needed for positive social interaction, relationships, and job skills. This groundbreaking intervention can help ease anxiety, increase confidence, enhance self-esteem, and brings out the best in all participants. decolorestarts.org

Social Media: Everyone Can Be a Star!

Mt. Davidson/ Twin Peaks Room

You don't have to live in Hollywood to be a celebrity anymore. Social media lets everyone be a star in their own online community. Join our discussion of social media best practices.

Autistic Creative Intelligence in the Arts

Russian Hill/Telegraph Hill Room

Are you an autistic artist or a fan of autistic art? Have you ever wondered why so many on the autism spectrum have exceptional artistic intelligence? Join Joseph McGovern for an interactive discussion with artists and art fans on and off the autism spectrum.

Experiencing Autism Using Virtual Reality

Nob Hill Room

Steve Medina will lead a discussion with Heather McCracken and a developer behind the Virtual Reality Autism Demystification project which enables users to 'feel' and empathize with individuals on the autism spectrum, while at the same time learn prosocial communication strategies to enhance social inclusion, peer social interactions, and reduce bullying and isolation. Attendees will be able to try on a VR headset for a demonstration of the Autism VR experience at the end of the talk.

11:10-12:00 PM

My Journey from Dallas to the Autism Community

Nob Hill Room

1:00-1:50 PM

Come to Life Through Television

Nob Hill Room

2:15-3:05 PM Breakout Sessions

Media Addiction-

Mt. Davidson/Twin Peaks Room

It's no longer a question. Video games, social media, and much else the Internet has to offer are actually addictive for some people. This breakout session briefly summarizes the brain science behind media addiction. We will also explore together how the Internet and video games affect us and those we love. These remarkable technologies have great potential to help in autism. We will explore how to use them with wise balance.

Networking and Unplugging

Russian Hill/Telegraph Hill Room

Autistic Author Anlor Davin, in conversation with Liz McDonough, MFT will share her experience of harnessing two opposing forces- social media and meditation to increase connectivity, reduce stress and improve well-being. Through discussion and experiential exercises, Anlor and Liz will explore how networking and unplugging can enrich the lives of people on the autism spectrum."

Creating Digital Content & the Autism Spectrum

Coit Lounge

Do you have an idea for a film, T.V/ web series program, or documentary project? Maybe you have an idea, but don't know the best format. This informative and fun presentation will outline the Ten Steps to Content Creation, and The Seven Steps to Content Collaboration, learning what content creators need to know. These include: "Is this a stand-alone story, or a series?", "What is at the heart of my story?", "Why should people care about my story?", "How do I develop a brief pitch?". This presentation will also cover The Seven Steps to Content Collaboration on how to make connections with collaborators: Creative Team, Crew, and Actors.

3:20-4:10 PM

Newsworthy Research and the Future of Autism Scholarship: Perspectives from Graduate Student Researchers

Nob Hill Room

This panel will feature graduate students from San Francisco State University and the University of California, Berkeley who will share their perspectives as researchers on various autism related topics. The panel discussion will offer dynamic exchange centered on the future of autism scholarship and its intersection with the media within an ever-changing socio-cultural landscape.