PROGRAM SCHEDULE

TIME	MESA ARTS CENTER MAIN BUILDING						NORTH & SOUTH STUDIO BUILDINGS				MESA CONTEMPORARY ARTS BUILDING	
	Mesa Arts Center Main Lobby	Ikeda Theater (FOOD ONLY ALLOWED ON STAGE)	Virginia G. Piper Theater (NO FOOD ALLOWED)	Farnsworth Studio Theater	Nesbitt/Elliott Playhouse (NO FOOD ALLOWED)	Musician's Warm-Up Room (*backstage- entrance between Ikeda and VGP Theaer)	Acting Studio (*S. Studios Building, 2nd Floor)	Drama Studio (*S. Studios Building, 2nd Floor)	Music Studio (*S. Studios Building, 2nd Floor) [A 2-for-1 Session]	MAC Art sessions	Dobson Lecture Hall (Lower Level)	Multi-Purpose Room (Lower Level)
7:45 – 9:00	Registration (Floor 1) Exhibitions (Floors 1–3) Breakfast: Floor 2											
9:00 – 10:00		Keynote with Fredi Lajvardi										
10:15 – 11:00	Registration (Floor 1) Exhibitions (Floors 1–3) A Showcase of the Latest Virtual Reality-Based Immersive Technologies (All Day, Floor 3) Participate in a Mind-Blowing Hour of Code (All Day, Floor 3) Water Stations (Floor 1 & 2)	Arizona STEM School Community of Practice (*on stage) *Closed session. Open to 2017-2018 AZ STEM School CoP Members Only	Imagined Realities: STEM Learning and New Media	STEM Identity Journey	Women in Engineering & Computer Science	Branding by Design	Community Organizing to Promote STEM Experiences	**Video Game Design Workshop for STEM Teachers/Mentors (10:15am-12pm) [Limited Capacity: 20]	Hands-on STEM Learning for Educators: The Internet of Things / Creating 360° Tours [Smartphone +Llaptop required]	**MAC Printmaking: Solarplating (Printmaking Studio: N. Studios, 1st Floor) [Limited Capacity: 14]	How to Produce a STEM Virtual Field Trip!	
11:15 – 12:00			From A to Z: Everything You Need to Know About Everything	STEAM/STEAM Projects for Homeschoolers	Teen Science Cafés: Putting Teens in Command of Their Future	Communities Engaged: S.T.E.A.M is Everywhere!	Think Outside the Box - Tips, Templates, and Tools		Hands-on STEM Learning for Educators: Kids Making Sense / Experience It - By Doing	**MAC Glass-Making: Flameworking (Glass Studio: S. Studios, 1st Floor) [Limited Capacity: 12; Age limits: 13, or 11 with parent or guardian]	Engineering Projects in Community Service (EPICS)	
12:00-1:00			Underwater Dreams Screening + Panel	Educator Lunchtime Meetup	Arizona's Got STEM Talent Show IV	Event-Planners: Secrets of the Trade. Let's Meet Up!	RAIN Lunchtime Meetup					Geometry in Food
1:15 – 2:00		Educator STEM Innovations SWAP (on stage)	Starting and Running a Makerspace	Mentorship 101: Mentorship in Motion	How Does a Community Design Itself? [Community-Engaged Design Through Prototyping]	Social Media: A Relationship-Building Party		**Video Game Design Workshop for STEM Teachers/Mentors (1:15-3pm) [Limited Capacity: 20]	Hands-on STEM Learning for Educators: Robotics in the Classroom / Drones in the Classroom	**MAC Glass-Making Lecture/Demo: Hotshop (Glass Studio: S. Studios Building, 1st Floor) [Limited Capacity: 20]	Creating an Effective Program of Study and the Impact on Workforce Development	Superfoods for a Super Hero's Life
2:15 – 3:00		Modeling STEM Instruction (on stage)	Once Upon a Science	Chief Science Officer (CSO) 101: What It Means to Be a CSO	The March for Science Panel	Keeping it Alive: Offering up Fresh Perspectives			Hands-on STEM Learning for Educators: 3D Technology / First LEGO League for Your Classroom		The Postgenomic Era: What Does It Mean?	Improvise Data
3:15 – 4:00			Underwater Dreams Screening	Volunteers in STEM	Changes Lives & Open Doors by Teaching Coding (Even If You Don't Know How)			Video Game Design Expo	Bioinformatics in the Classroom – Mining the Information in Genomes	**MAC Jewelry-Making Lecture/Demo (Lapidary Studio: N. Studios Building, 2nd Floor) [Limited Capacity: 15]	The Impact of Emerging Technologies in Arizona	Computer-Aided Drafting (CAD) Workshop

**For Limited Capacity sessions, please check Registration to see if there are any more spots available. First come, first served.

Tracks Correspond to Colors on Grid:

Computer Science and Engineering | Art, Design Through STEM | STEM Instruction | Community STEM Action & Volunteerism | STEM Careers & Business | Festival & Event Planning | Student Voice