

# Presentation Topics for 2024 SEATA CSMM

## Exact Times TBA:

### **\*\*Pre-Conference Topics (AT Educator):**

Best Practices for "Sticky" CAATE Standards (60 min Lecture)  
Implicit Bias Training into your Preceptor Workshop (60-minute Lecture)  
BOC/CAATE Updates (60-minute Lecture)

### **\*\*Pre-Conference Topics (AT and AT Students):**

Injury Rehabilitation - Virtual Reality/Simulation (60-75 min Lecture/Laboratory)  
Injury Rehabilitation - Low Resource Rehabilitation (60-75 min Lecture/Laboratory)  
Injury Rehabilitation - High Resource Rehabilitation (60-75 min Lecture/Laboratory)

### **\*\*Pending Ability to Meet Minimum Registration Requirement**

## **General Sessions included with Registration:**

### **Combined AT and AT Student Sessions:**

Minor Protection and Patient Safety - Don't Cross the Line (60 min lecture)  
Putting Smart Tech to Use. Biometrics and informatics from wearable devices (60 min lecture)  
Leadership, Mentoring, and Professional Development (90 min INTERACTIVE)  
Developing Interdisciplinary Teams - Interprofessional best (60 min Lecture/Group INTERACTIVE)  
EAP Development and Crisis Management from Incident to Recovery (60 min Lecture/Grp Interactive)  
Developing Policies for Non-Sport Emergencies: Opioid Prevention Strategies/Narcan, Active-Shooter, etc (90 min lecture c/ group discussion)  
Evaluating personnel training effectiveness to identify gaps in organizational EAPs (60 min Lecture/Grp Interactive)  
Updated concussion consensus statement highlighting rehab (visual, vestibulocochlear, etc) (90 LECTURE + LAB)  
Updating the clinical application of electric stimulation and ultrasound based on current evidence. (75 min LECTURE/LAB)

### **AT Students Only:**

Know Your Boundaries: Ethics and Legal Considerations (60 min lecture)  
Managing Your Mood in Graduate School (60 min lecture)

### **AT Only:**

Work/Life Balancing Act (60 min lecture)  
Utilizing AI for developing policies, procedures, operations mgt, rehabilitation protocols, etc. (60 min INTERACTIVE)