3rd Annual Innovations in Psychiatry and Behavioral Health: Virtual Reality and Behavior Change

A Continuing Medical Education Conference Presented by the Department of Psychiatry and Behavioral Sciences at the Stanford University School of Medicine

October 6-7, 2017
Li Ka Shing Center for Learning and Knowledge
Stanford, CA

Sponsored by the Stanford University School of Medicine
WELCOME MESSAGE FROM THE COURSE DIRECTORS

Dear Colleagues,

We invite you to register for our 3rd annual conference of innovations in psychiatry and behavioral health. This year our conference is completely devoted to virtual and augmented reality (VR/AR) technologies and behavioral change. We will explore the application of immersive technologies for treating and researching addictions, ADHD, anxiety, PTSD, psychosis, pain, depression, psychosomatic illness and more. In addition to lectures with time for questions and answers, the conference will feature a “shark-tank” style innovation lab, demonstrations, and scientific posters. Please join our conference and interact with all stakeholders in this VR/AR and behavioral change space, including psychiatrists, psychologists, behavioral scientists, neuroscientists, engineers, developers, designers, computer scientists, business people, etc.

Sincerely,
Alan K. Louie, MD and Kim Bullock, MD

STATEMENT OF NEED

This symposium seeks to fulfill the need for physicians, psychologists, nurse practitioners, and clinical social workers to increase their knowledge and competence regarding innovations in the application of virtual reality (including augmented reality) in psychiatry and behavioral health, including appropriate referral of patients for these treatments. Topics will also include discussions of virtual and augmented reality innovations and resources that are most likely to change the field including, but not limited to: emerging therapies and devices, impactful combinations of existing treatments with virtual reality, and models for how clinicians may collaborate on these innovations with computer scientists and engineers. Notably, teaching techniques at the symposium will include speakers, posters, and an innovation lab, in which attendees may apply to present solutions to challenge problems in an award contest and engage in experiential learning to improve upon ideas in real-time through expert feedback and interaction.

TARGET AUDIENCE

This is an international program, designed for physicians, psychologists, nurse practitioners, and clinical social workers practicing in the following specialties:

• Family Practice
• Primary Care
• Neurology
• Psychiatry
• Anesthesiology
• Pediatrics
• Neurosurgery

Also welcomed are people interested in VR/AR from fields like medicine, engineering, computer science, business, education, law, etc.

LEARNING OBJECTIVES

At the conclusion of this activity, learners will be able to:

• Evaluate and appropriately refer patients for the newest virtual and augmented reality treatments for health behaviors and mental health including: addiction, anxiety disorders, functional neurological disorder, mood disorders, post-traumatic stress disorder, pain disorders, and other psychiatric disorders.

• Evaluate and appropriately refer patients for the newest virtual and augmented reality treatments for the management of pain disorders.

• Effectively collaborate with interdisciplinary teams of physicians, computer scientists, engineers, and business people to provide optimal psychiatric and behavioral care to patients.

ACCREDITATION

The Stanford University School of Medicine is accredited by the Accreditation Council for Continuing Medical Education (ACCME) to provide continuing medical education for physicians.

CREDIT DESIGNATION

The Stanford University School of Medicine designates this live activity for a maximum of 16.50 AMA PRA Category 1 Credits™. Physicians should claim only the credit commensurate with the extent of their participation in the activity.

The California Board of Registered Nursing recognizes that Continuing Medical Education (CME) is acceptable for meeting RN continuing education requirements; as long as the course is certified for AMA PRA Category 1 Credit™ (rr.ca.gov). Nurses will receive a Certificate of Participation following this activity that may be used for license renewal.

COMMERCIAL SUPPORT

ACKNOWLEDGEMENT

This CME activity is supported in part by educational grants. A complete list of commercial supporters will be published in the course syllabus.

Please register early – space is limited!
CALL FOR SUBMISSIONS

BRAINSTORM VR INNOVATION LAB: Virtual and augmented reality technologies are transforming what is possible in mental healthcare. That’s why we at Stanford are hosting a competition for ideas in virtual and augmented reality that can reimagine the way mental healthcare is delivered. Entries that are selected by the Scientific Committee will present/pitch an idea at our innovation lab and receive expert feedback from our judges. The one person/presentation/pitching an accepted entry will be provided with free registration to the conference; email us if you have more than one person presenting/pitching.

POSTERS: The conference will feature a number of innovative posters concerning scientific work using virtual and augmented reality in mental healthcare, health behaviors, and healthy behavior change. Posters will preferably include demonstrations and interactive technologies associated with current work. The first author of accepted posters will be provided with free registration to the conference.

Information about submission to the innovation lab and poster abstracts may be found on the conference website at cme.stanford.edu/psychiatry.

Register online at cme.stanford.edu/psychiatry
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Stanford University
Stanford Center for Continuing Medical Education
1520 Page Mill Road
Palo Alto, CA 94304

Attention: ADDITIONAL MEMBERS OF THE HEALTHCARE TEAM

Continuing Education (CE) credit is available

We are happy to announce that CE credits will be available for nurses, psychologists, social workers, educators, and other healthcare professionals through our collaboration with the Institute for Better Health, a division of IABH, Inc.

We invite you to join us for this exciting educational activity designed to explore innovations in the application of virtual reality in psychiatry and behavioral health.

– Earn up to 16.5 CE credits –

For complete credit information, please visit the ‘Accreditation’ tab on the following web link:
cme.stanford.edu/psychiatry

REGISTRATION
Registration fee includes course materials, certificate of participation, breakfast, lunch and refreshment breaks.

Register online with a Visa or Master Card by visiting cme.stanford.edu/psychiatry.

If you prefer to pay by check or need assistance, please call (650) 497-8554 or email stanfordcme@stanford.edu. Be sure to register with an email address that you check frequently. Your email address is used for critical information, including registration confirmation, evaluation, and certificate.

ALL PARTICIPANTS
FEES
Early Bird Rate $595.00
After September 8, 2017 $695.00

CANCELLATION POLICY
Cancellations received in writing no less than 30 days before the course will be refunded, less a 20% administrative fee. No refunds will be made on cancellations received after that date. Please send cancellation requests to stanfordcme@stanford.edu.

Stanford University School of Medicine reserves the right to cancel this program; in the event of cancellation, course fees will be fully refunded.

CONFERENCE LOCATION
Li Ka Shing Center for Learning and Knowledge
291 Campus Drive, 2nd Floor Conference Center
Stanford, California 94305
conferencecenter.stanford.edu

ACCOMMODATIONS
Hotels near campus:
Sheraton Palo Alto Hotel (650) 328-2800
The Westin Palo Alto (650) 321-4422

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