

STEAM Chat*: Exploring the Intersections of Global Humanities and STEM in Social Media

Join your colleagues for the 5th annual STEAM event with a focus on Social Media. STEM and Humanities faculty and students are invited to engage in a collaborative discussion on a topic of global concern to generate insights for teaching.



Table topics Include:

- Pseudoscience: Social Media's Influence on Science Information and Marketing
 - Psychology of Social Media Addiction
- Social Media's Effects on Teaching and Learning
 - Citizen Science
- Media Literacy in the Age of Fake News
 - Facebook, Fake Identities and Democracy
- Gaming and the Brain

Friday, March 29, 2019
2:00—4:00 pm
Germantown, BE 151/152

This event qualifies for multicultural training credit. Light refreshments will be provided.

For more information, contact Rita Kranidis: rita.kranidis@montgomerycollege.edu
or Carol Moore: carol.moore@montgomerycollege.edu

TO REGISTER:

1. Log in to your My MC – www.montgomerycollege.edu – and click on “Training & Professional Development”.
2. Click “MC Learns” then “Schedule of Classes and Events” and “Pedagogy & Instruction”.
3. Find your workshop and click “Enroll” at the top right corner of the page.
4. You will receive an email confirmation and an outlook invitation. Done!

*Steam Chat is a component of the popular global gaming platform called “Steam” which is owned by the Valve Corporation (<https://steamcommunity.com>)

