

TUESDAY, OCTOBER 23, 2018 SCIENCE MUSEUM OKLAHOMA, OKLAHOMA CITY, OK





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WELCOME! To the Women in Science Conference

TODAY > IS ALL ABOUT YOU + STEM

Dear Students & Teachers:

The Women in Science Conference is all about you and STEM! Today you will have literally hundreds of opportunities to experience science, technology, engineering and math (STEM) first-hand.

Some rules & information for the day:

- You must remain with your designated color group and follow your group's agenda throughout the day.
- Volunteers with color-coded picket signs will be on-hand to guide you to your sessions. Please listen for announcements.
- Meal tickets have only been provided for those who requested a special dietary meal during the registration process. Tickets are not required to access a regular box lunch meal; your name badge allows you access to lunch one box lunch and one beverage per person.
- There is a special come-and-go Teachers' Lounge session with activities designed just for teachers! Visit anytime during the day!
- At the end of the day (2:00 2:30 p.m.) turn in your completed survey form at the registration table in the lobby. Forms were provided to teachers in their check-in packets. We have a special surprise for conference attendees who return their forms!

We're so very glad you're here! Have fun exploring the many possibilities that a future filled with STEM offers!



Need help during the day?

If you need assistance, look for a museum staff member or volunteer wearing a black Women in Science Conference t-shirt. They are here to help!

GROUP ASSIGNMENTS & AGENDA: NAVY GROUP

The following schools are assigned to the "NAVY GROUP" & must follow the conference schedule indicated for that group throughout the day.

> Deer Creek Intermediate Deer Creek Middle School Deer Creek Robotics Jenks West Intermediate Oneta Ridge Middle School Owasso 6th Grade Center Owasso 7th Grade Center Washington Elementary Whittier Elementary – Muskogee

TIME	ACTIVITY	LOCATION	COLOR MAP DESIGNATION
8:00 – 9:00 AM	REGISTRATION & LIGHT BREAKFAST	Lobby	
9:00 – 9:30 AM	INTERACTIVE PANEL DISCUSSION	Auditorium (1 ST Floor)	#1
9:30 – 10:00 AM	PANELISTS MEET & GREET	Hallway at the east entrance to auditorium (1 st Floor)	#2
10:00 – 10:30 AM	BREAKOUT SESSION #1 Cell Phone Case Drop Challenge	Lunchroom B (1 st Floor)	#3
10:30 – 11:00 AM	BREAKOUT SESSION #2 Prosthetic Protypes	Goldman Room (2 nd Floor)	#4
11:00 - 11:30 AM	MUSEUM EXPLORATION TIME		
11:30 AM - 12:00 PM	LUNCH	Lunchroom A (1 ST Floor)	#5
12:00 – 1:00 PM	HANDS-ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 nd Floor)	#6
1:00 – 2:00 PM 1:00 PM 1:30 PM	FLOOR TIME ACTIVITY TABLES Paper Circuits Rube Goldberg Machines Live Animals Bath Bombs/Shower Fizzies KIRKPATRICK PLANETARIUM SHOW SCIENCE LIVE SHOW	Main Science Floor (1 st Floor)	#7 #8 #9 #10 #11 #12
2:00 PM	CONFERENCE ADJOURNS		
2:00 – 2:30 PM	TURN IN SURVEY FORM AND RECEIVE CONFERENCE ITEM	Lobby	
	neck-in packets include one survey form for a Teachers use blue forms Students use yellow forms Lost forms cannot be replaced completed form for a fun conference item (2	I.	
	ON JUST FOR TEACHERS!		
10:00 AM - 2:00 PM	TEACHERS' LOUNGE & SCIENCE EXPERIMENT LEARNING LAB Come & Go Format	Genius Room (1 ^{s⊤} Floor, West Side)	TL

ACTIVITY MAP KEY

Hands-on Science	Hands-on Science & College Recruitment Fair	9
Interactive Panel Discussion	Discussion	1
Panelists Meet & Greet	Greet	2
Breakout Session #1 (Cell Phone Case Drop Challenge)	#1 . Challenge)	e
Breakout Session #2 (Prosthetic Protypes)	#2	4
Activity Table #1	(Paper Circuits)	7
Activity Table #2	(Rube Goldberg Machines)	œ
Activity Table #3 (Live Animals)	(Live Animals)	6
Activity Table #4	Activity Table #4 (Bath Bombs/Shower Fizzies)	10
Lunch Pickup/Lunchroom	chroom	2
Kirkpatrick Planetarium Shows	arium Shows	11
Science Live Show	W	12



NAVY GROUP MAP



Museum Entrance



Restrooms





Elevator



Tornado Shelter

SECOND FLOOR



GROUP ASSIGNMENTS & AGENDA: PINK GROUP

The following schools are assigned to the "PINK GROUP" & must follow the conference schedule indicated for that group throughout the day.

Benjamin Franklin Science Academy Bridgestone Intermediate Cherokee Elementary Choctaw Middle School Holland Hall James L. Capps Middle School Jenks East Intermediate Longfellow Middle School Newman Middle School

TIME	ACTIVITY	LOCATION	COLOR MAP DESIGNATION
8:00 – 9:00 AM	REGISTRATION & LIGHT BREAKFAST	Lobby	
9:00 – 9:30 AM	INTERACTIVE PANEL DISCUSSION	Auditorium (1 st Floor)	#1
9:30 – 10:00 AM	PANELISTS MEET & GREET	Hallway at the east entrance to auditorium (1 st Floor)	#2
10:00 – 10:30 AM	BREAKOUT SESSION #2 Prosthetic Protypes	Goldman Room (2 nd Floor)	#3
10:30 – 11:00 AM	BREAKOUT SESSION #1 Cell Phone Case Drop Challenge	Lunchroom B (1 ST Floor)	#4
11:00 - 11:30 AM	MUSEUM EXPLORATION TIME		
11:30 AM - 12:00 PM	LUNCH	Lunchroom A (1 ST Floor)	#5
12:00 – 1:00 PM	HANDS ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 nd Floor)	#6
1:00 – 2:00 PM 1:00 PM 1:30 PM	FLOOR TIME ACTIVITY TABLES Paper Circuits Rube Goldberg Machines Live Animals Bath Bombs/Shower Fizzles KIRKPATRICK PLANETARIUM SHOW SCIENCE LIVE SHOW	Main Science Floor (1 st Floor)	#7 #8 #9 #10 #11 #12
2:00 PM	CONFERENCE ADJOURNS		
2:00 – 2:30 PM	TURN IN SURVEY FORM AND RECEIVE CONFERENCE ITEM	Lobby	
	neck-in packets include one survey form for o Teachers use one forms Students use vellow forms Lost forms cannot be replaced completed form for a fun conference item (2	d.	
SPECIAL SESSI	ON JUST FOR TEACHERS!		
10:00 AM - 2:00 PM	TEACHERS' LOUNGE & SCIENCE EXPERIMENT LEARNING LAB Come & Go Format	Genius Room (1 ^{s⊤} Floor, West Side)	TL

ACTIVITY MAP KEY

& College Recruitment Fair Discussion Greet Greet Challenge) #1 Challenge) #2 (Paper Circuits) (Paper Fircuits) (Paper Fircui	9	Ł	8	4	m	7	œ	6	10	ß	11	12
Hands-on Science Interactive Panel I Panelists Meet & (Breakout Session (Cell Phone Case Drop (Prosthetic Protypes) Activity Table #1 Activity Table #2 Activity Table #3 Activity Table #4 Lunch Pickup/Lund Kirkpatrick Planet Science Live Sho	Hands-on Science & College Recruitment Fair	Interactive Panel Discussion	Panelists Meet & Greet	Breakout Session #1 (Cell Phone Case Drop Challenge)	Breakout Session #2 (Prosthetic Protypes)	(Paper Circuits)	Activity Table #2 (Rube Goldberg Machines)		(Bath Bombs/Shower Fizzies)	Lunch Pickup/Lunchroom	Kirkpatrick Planetarium Shows	Science Live Show





Restrooms

Stairs



Elevator



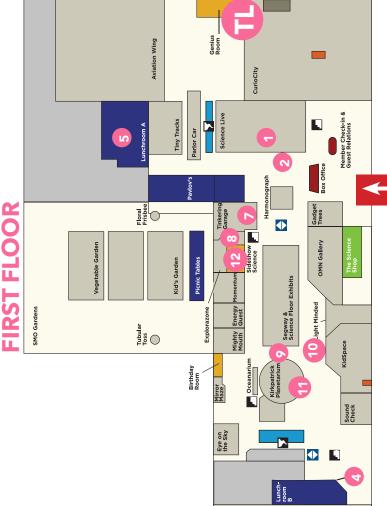
Tornado Shelter





Navy Gallery

FIRST FLOOR



GROUP ASSIGNMENTS & AGENDA: GREEN GROUP

The following schools are assigned to the "GREEN GROUP" & must follow the conference schedule indicated for that group throughout the day.

> Irving Middle School Kenneth Cooper Middle School Sequoyah Middle School - Edmond Sequoyah Middle School - Claremore Shawnee Middle School St. Catherine School Wells Middle School Whittier Middle School - Norman Yukon Middle School

ТІМЕ	ACTIVITY	LOCATION	COLOR MAP
8:00 – 9:00 AM	REGISTRATION & LIGHT BREAKFAST	Lobby	
9:00 – 10:00 AM	HANDS-ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 nd Floor)	#1
10:00 – 10:30 AM	INTERACTIVE PANEL DISCUSSION	Auditorium (1 ST Floor)	#2
10:30 – 11:00 AM	PANELISTS MEET & GREET	Hallway at the east entrance to auditorium (1 st Floor)	#3
11:00 – 11:30 AM	LUNCH	Lunchroom A (1 st Floor)	#4
11:30 AM - 12:00 PM	MUSEUM EXPLORATION TIME		1.20
12:00 – 12:30 PM	BREAKOUT SESSION #1 Cell Phone Case Drop Challenge	Lunchroom B (1 ST Floor)	#5
12:30- 1:00 PM	BREAKOUT SESSION #2 Prosthetic Protypes	Goldman Room (2 nd Floor)	#6
1:00 – 2:00 PM 1:00 PM 1:30 PM	FLOOR TIME ACTIVITY TABLES Paper Circuits Rube Goldberg Machines Live Animals Bath Bombs/Shower Fizzies KIRKPATRICK PLANETARIUM SHOW SCIENCE LIVE SHOW	Main Science Floor (1 st Floor)	#7 #8 #9 #10 #11 #12
2:00 PM	CONFERENCE ADJOURNS	No. 1 Aug	
2:00 – 2:30 PM	TURN IN SURVEY FORM AND RECEIVE CONFERENCE ITEM	Lobby	
	neck-in packets include one survey form for ea Teachers use blue forms Students use yellow forms Lost forms cannot be replaced. completed form for a fun conference item (2:0		
SPECIAL SESSI	ON JUST FOR TEACHERS!		
10:00 AM - 2:00 PM		Genius Room (1 st Floor, West Side)	TL

ACTIVITY MAP KEY

Hands-on Science	Hands-on Science & College Recruitment Fair	-
Interactive Panel Discussion	Discussion	8
Panelists Meet & Greet	Greet	ĸ
Breakout Session #1 (Cell Phone Case Drop Challenge)	#1 Challenge)	ы
Breakout Session #2 (Prosthetic Protypes)	#2	\$
Activity Table #1	(Paper Circuits)	7
Activity Table #2	Activity Table #2 (Rube Goldberg Machines)	œ
Activity Table #3	(Live Animals)	6
Activity Table #4	(Bath Bombs/Shower Fizzies)	10
Lunch Pickup/Lunchroom	chroom	4
Kirkpatrick Planetarium Shows	arium Shows	11
Science Live Show	M	12





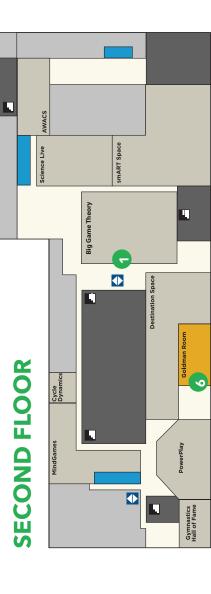
Restrooms

Stairs



Elevator

Tornado Shelter





GROUP ASSIGNMENTS & AGENDA: ORANGE GROUP

The following schools are assigned to the "ORANGE GROUP" & must follow the conference schedule indicated for that group throughout the day.

> Alcott Middle School E. W. Beavers Middle School Jenks Middle School Sapulpa Middle School Union 6th Grade Center Union 7th Grade Center Union 8th Grade Center Union 9th Grade Center Western Heights High School Western Heights 9th Grade Center

TIME	ACTIVITY	LOCATION	COLOR MAP DESIGNATIO
8:00 – 9:00 AM	REGISTRATION & LIGHT BREAKFAST	Lobby	
9:00 – 10:00 AM	HANDS-ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 nd Floor)	#1
10:00 – 10:30 AM	INTERACTIVE PANEL DISCUSSION	Auditorium (1 ST Floor)	#2
10:30 – 11:00 AM	PANELISTS MEET & GREET	Hallway at the east entrance to auditorium (1 st Floor)	#3
11:00 - 11:30 AM	LUNCH	Lunchroom A (1 st Floor)	#4
11:30 AM - 12:00 PM	MUSEUM EXPLORATION TIME		
12:00 – 12:30 PM	BREAKOUT SESSION #2 Prosthetic Protypes	Goldman Room (2 nd Floor)	#5
12:30- 1:00 PM	BREAKOUT SESSION #1 Cell Phone Case Drop Challenge	Lunchroom B (1 ST Floor)	#6
1:00 – 2:00 PM 1:00 PM 1:30 PM	FLOOR TIME ACTIVITY TABLES Paper Circuits Rube Goldberg Machines Live Animals Bath Bombs/Shower Fizzies KIRKPATRICK PLANETARIUM SHOW SCIENCE LIVE SHOW	Main Science Floor (1 st Floor)	#7 #8 #9 #10 #11 #12
2:00 PM	CONFERENCE ADJOURNS		
2:00 – 2:30 PM	TURN IN SURVEY FORM AND RECEIVE CONFERENCE ITEM	Lobby	
	eck-in packets included one survey form for eachers use blue forms Teachers use blue forms Students use yellow forms Lost forms cannot be replaced. completed form for a fun conference item (2:0		
	ON JUST FOR TEACHERS!		
10:00 AM - 2:00 PM		Genius Room (1 st Floor, West Side)	TL

ACTIVITY MAP KEY

Jands-on Science	nangs-on ocience & College recruitment rair	-
Interactive Panel Discussion	Discussion	8
Panelists Meet & Greet	Greet	m
Breakout Session #1 (Cell Phone Case Drop Challenge)	#1 • Challenge)	9
Breakout Session #2 (Prosthetic Protypes)	#2	Ŋ
Activity Table #1	(Paper Circuits)	7
Activity Table #2	Activity Table #2 (Rube Goldberg Machines)	œ
Activity Table #3	(Live Animals)	6
Activity Table #4	(Bath Bombs/Shower Fizzies)	10
Lunch Pickup/Lunchroom	chroom	4
Kirkpatrick Planetarium Shows	arium Shows	11
Science Live Show	M	12



ORANGE GROUP MAP





Stairs



Elevator

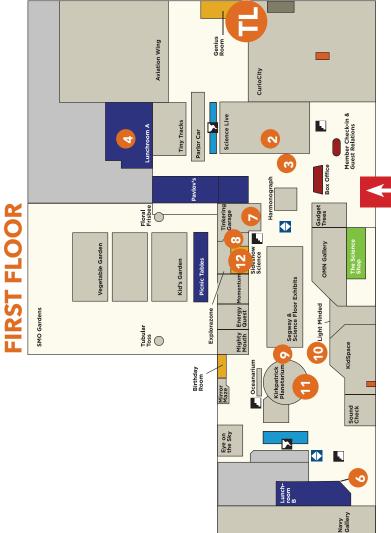


Tornado Shelter

Gymnastics Hall of Fame



P.



GROUP ASSIGNMENTS & AGENDA: GRAY GROUP

The following schools are assigned to the "GRAY GROUP" & must follow the conference schedule indicated for that group throughout the day.

Ada Jr. High School Butner Public School Drumright Jr. High Hydro-Eakly Public Schools Meeker Public Schools Oklahoma Union Public Schools Union City School Webbers Falls Public Schools

8:00 – 9:00 AM	ACTIVITY	LOCATION	COLOR MAP DESIGNATION
	REGISTRATION & LIGHT BREAKFAST	Lobby	
9:00 – 9:30 AM	BREAKOUT SESSION #1 Cell Phone Case Drop Challenge	Lunchroom B (1 st Floor)	#1
9:30 – 10:00 AM	BREAKOUT SESSION #2 Prosthetic Protypes	Goldman Room (2 nd Floor)	#2
10:00 – 11:00 AM	FLOOR TIME ACTIVITY TABLES	Main Science Floor (1 ST Floor)	
	Paper Circuits Rube Goldberg Machines		#3 #4
	Live Animals Bath Bombs/Shower Fizzies		#5
	KIRKPATRICK PLANETARIUM SHOW		#6
10:00 AM 10:30 AM	SCIENCE LIVE SHOW		#7 #8
11:00 AM - 11:30	INTERACTIVE PANEL DISCUSSION	Auditorium (1 st Floor)	#9
11:30 AM – 12:00 PM	PANELISTS MEET & GREET	Hallway at the east entrance to auditorium (1 st Floor)	#10
12:00 - 12:30 PM	MUSEUM EXPLORATION TIME		1. A. A. A.
12:30- 1:00 PM	LUNCH	Lunchroom A (1 ST Floor)	#11
1:00 – 2:00 PM	HANDS-ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 nd Floor)	#12
2:00 PM	CONFERENCE ADJOURNS	1	
2:00 – 2:30 PM	TURN IN SURVEY FORM AND RECEIVE CONFERENCE ITEM	Lobby	



12	6	10	~	7	m	4	ß	9	11	7	œ
Hands-on Science & College Recruitment Fair	Interactive Panel Discussion	Panelists Meet & Greet	Breakout Session #1 (Cell Phone Case Drop Challenge)	Breakout Session #2 (Prosthetic Protypes)	Activity Table #1 (Paper Circuits)	Activity Table #2 (Rube Goldberg Machines)	Activity Table #3 (Live Animals)	Activity Table #4 (Bath Bombs/Shower Fizzies)	Lunch Pickup/Lunchroom	Kirkpatrick Planetarium Shows	Science Live Show



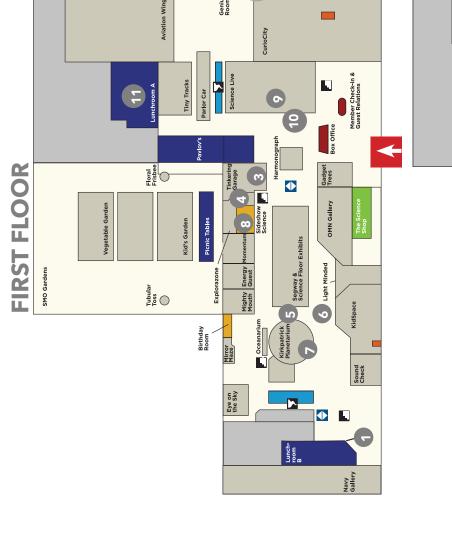


Stairs



Tornado Shelter





Genius Room

GROUP ASSIGNMENTS & AGENDA: TEAL GROUP

The following schools are assigned to the "TEAL GROUP" & must follow the conference schedule indicated for that group throughout the day.

Arnett Public School Eagle Point Christian Academy Haskell High School Lomega High School Tulsa Tech - Collinsville Tulsa Tech - Collinsville Tulsa Tech - Skiatook Tulsa Tech - Union 9th Grade Center Tulsa Tech @ Bixby High School Tulsa Tech Broken Arrow High School Tulsa Tech STEM Academy

TIME	ACTIVITY	LOCATION	COLOR MAP
8:00 – 9:00 AM	REGISTRATION & LIGHT BREAKFAST	Lobby	
9:00 – 9:30 AM	BREAKOUT SESSION #2 Prosthetic Protypes	Goldman Room (2 nd Floor)	#1
9:30 – 10:00 AM	BREAKOUT SESSION #1 Cell Phone Case Drop Challenge	Lunchroom B (1 ST Floor)	#2
10:00 – 11:00 AM 10:00 AM 10:30 PM	FLOOR TIME ACTIVITY TABLES Paper Circuits Rube Goldberg Machines Live Animals Bath Bombs/Shower Fizzies KIRKPATRICK PLANETARIUM SHOW SCIENCE LIVE SHOW	Main Science Floor (1 st Floor)	#3 #4 #5 #6 #7
11:00 AM – 11:30	INTERACTIVE PANEL DISCUSSION	Auditorium	#8 #9
11:30 AM – 12:00 PM	PANELISTS MEET & GREET	Hallway at the east entrance to auditorium (1 ⁵⁷ Floor)	#10
12:00 - 12:30 PM	MUSEUM EXPLORATION TIME		Ay
12:30- 1:00 PM	LUNCH	Lunchroom A (1 ST Floor)	#11
1:00 – 2:00 PM	HANDS ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 rd Floor)	#12
2:00 PM	CONFERENCE ADJOURNS	11 C	
2:00 – 2:30 PM	TURN IN SURVEY FORM AND RECEIVE CONFERENCE ITEM	Lobby	
	eck-in packets include one survey form for ea Teachers use blue forms Students use yellow forms Lost forms cannot be replaced. completed form for a fun conference item (2:0		
SPECIAL SESSI	ON JUST FOR TEACHERS!		
10:00 AM - 2:00 PM	TEACHERS' LOUNGE & SCIENCE EXPERIMENT LEARNING LAB Come & Go Format	Genius Room (1 st Floor, West Side)	TL

ACTIVITY MAP KEY

Loughing Danel Dis		
	cussion	6
Panelists Meet & Greet	eet	10
Breakout Session #1 (Cell Phone Case Drop Challenge)	iallenge)	2
Breakout Session #2 (Prosthetic Protypes)		-
Activity Table #1 (Pa	(Paper Circuits)	m
ctivity Table #2 (R	Activity Table #2 (Rube Goldberg Machines)	4
Activity Table #3 (Li	(Live Animals)	ß
Activity Table #4 (B	(Bath Bombs/Shower Fizzies)	\$
Lunch Pickup/Lunchroom	moo	1
Kirkpatrick Planetarium Shows	ium Shows	7
Science Live Show		œ





Restrooms

Stairs



Elevator



Tornado Shelter





GROUP ASSIGNMENTS & AGENDA: PURPLE GROUP

The following schools are assigned to the "PURPLE GROUP" & must follow the conference schedule indicated for that group throughout the day.

Edison Preparatory Gore High School Gore Upper Elementary School Mannford High School Memorial High School Norman High School Paden High School Upward Bound Math/Science – ECU

8:00 – 9:00 AM	ACTIVITY	LOCATION	COLOR MAP		
9:00 – 10:00 AM	FLOOR TIME ACTIVITY TABLES	Main Science Floor (1 ST Floor)			
	Paper Circuits		#1		
	Rube Goldberg Machines		#2		
	Live Animals Bath Bombs/Shower Fizzies		#3		
Contract.	KIRKPATRICK PLANETARIUM SHOW		#4		
9:00 AM	SCIENCE LIVE SHOW		#5		
9:30 AM			#6		
10:00 – 11:00 AM	HANDS-ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 nd Floor)	#7		
11:00 – 11:30 AM	:00 – 11:30 AM BREAKOUT SESSION #1 Lunchroom B Cell Phone Case Drop Challenge (1 ST Floor)		#8		
1:30 AM – 12:00 PM BREAKOUT SESSION #2 Goldman Room Prosthetic Protypes (2 nd Floor)			#9		
	1204105454 - 1 - 1 - 1 - 2				
12:00 – 12:30 PM	(1 st Floor)		#10		
12:30- 1:00 PM	MUSEUM EXPLORATION TIME				
1:00 – 1:30 PM	(1 st Floor)		#11		
1:30 – 2:00 PM	entrance to auditorium (1 st Floor)		#12		
2:00 PM	CONFERENCE ADJOURNS				
2:00 - 2:30 PM	TURN IN SURVEY FORM AND	Lobby			
	RECEIVE CONFERENCE ITEM				

ACTIVITY MAP KEY

Hands-on Science	Hands-on Science & College Recruitment Fair	7
Interactive Panel Discussion	Discussion	11
Panelists Meet & Greet	Greet	12
Breakout Session #1 (Cell Phone Case Drop Challenge)	#1 > Challenge)	œ
Breakout Session #2 (Prosthetic Protypes)	#2	6
Activity Table #1	(Paper Circuits)	-
Activity Table #2	Activity Table #2 (Rube Goldberg Machines)	2
Activity Table #3	(Live Animals)	m
Activity Table #4	(Bath Bombs/Shower Fizzies)	4
Lunch Pickup/Lunchroom	chroom	10
Kirkpatrick Planetarium Shows	tarium Shows	S
Science Live Show	Mo	9

PURPLE GROUP MAP



AWACS

Science Live

SECOND FLOOR

Restrooms

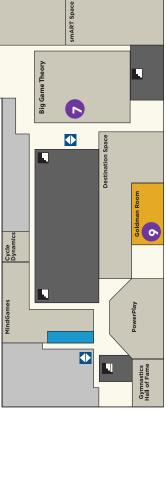
Stairs

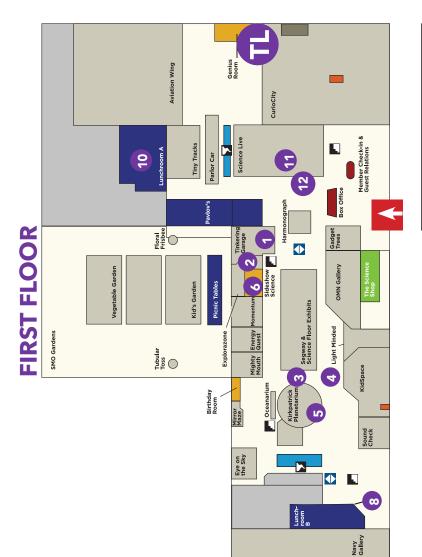


Elevator



Tornado Shelter





GROUP ASSIGNMENTS & AGENDA: RED GROUP

The following schools are assigned to the "**RED GROUP**" & must follow the conference schedule indicated for that group throughout the day.

> Central Technology Center Francis Tuttle Technology Center Gordon Cooper Technology Center Hilldale High School Oklahoma School of Science and Math Owasso High School Stillwater High School Stillwater Jr. High Stillwater Public Schools Indian Education

TIME	ACTIVITY	LOCATION	COLOR MAP DESIGNATION	
8:00 – 9:00 AM	REGISTRATION & LIGHT BREAKFAST	Lobby	DEGIGINATION	
9:00 – 10:00 AM	FLOOR TIME ACTIVITY TABLES	Main Science Floor (1 ST Floor)		
	Paper Circuits		#1	
	Rube Goldberg Machines		#2	
	Live Animals Bath Bombs/Shower Fizzies		#3	
	KIRKPATRICK PLANETARIUM SHOW		#4	
9:00 AM	SCIENCE LIVE SHOW		#5	
9:30 AM		Management	#6	
10:00 – 11:00 AM	HANDS-ON SCIENCE AND COLLEGE RECRUITMENT FAIR	Mezzanine (2 nd Floor)	#7	
11:00 - 11:30 AM	BREAKOUT SESSION #2	Goldman Room	#8	
	Prosthetic Protypes	(2 nd Floor)		
11:30 AM - 12:00 PM	BREAKOUT SESSION #1	Lunchroom B	#9	
CONTRACTOR OF	Cell Phone Case Drop Challenge	(1 ST Floor)	193 E.	
12:00 – 12:30 PM	LUNCH	Lunchroom A (1 st Floor)	#10	
12:30- 1:00 PM	MUSEUM EXPLORATION TIME			
1:00 – 1:30 PM	INTERACTIVE PANEL DISCUSSION	(1 st Floor)		
1:30 – 2:00 PM	entrance to auditorium (1 st Floor)		#12	
2:00 PM	CONFERENCE ADJOURNS			
2:00 - 2:30 PM	TURN IN SURVEY FORM AND RECEIVE	Lobby		
	CONFERENCE ITEM			
	neck-in packets include one survey form for ea Teachers use blue forms Students use yellow forms Lost forms cannot be replaced. completed form for a fun conference item (2:0			
	ION JUST FOR TEACHERS!			
10:00 AM - 2:00 PM	TEACHERS' LOUNGE &	Genius Room	TL	
	SCIENCE EXPERIMENT LEARNING LAB Come & Go Format	(1 ^{s⊤} Floor, West Side)	

ACTIVITY MAP KEY

Hands-on Science	nangs-on ocience & College recruitment rair	•
Interactive Panel Discussion	Viscussion	1
Panelists Meet & Greet	breet.	12
Breakout Session #1 (Cell Phone Case Drop Challenge)	t 1 Challenge)	6
Breakout Session #2 (Prosthetic Protypes)	12	œ
Activity Table #1	(Paper Circuits)	-
Activity Table #2	(Rube Goldberg Machines)	8
Activity Table #3	(Live Animals)	ю
Activity Table #4	(Bath Bombs/Shower Fizzies)	4
Lunch Pickup/Lunchroom	hroom	10
Kirkpatrick Planetarium Shows	arium Shows	S
Science Live Show	8	9



RED GROUP MAP



Museum Entrance

Restrooms

Stairs



Elevator

Tornado Shelter





HANDS-ON SCIENCE & RECRUITMENT FAIR SESSIONS

Mezzanine – 2nd Floor

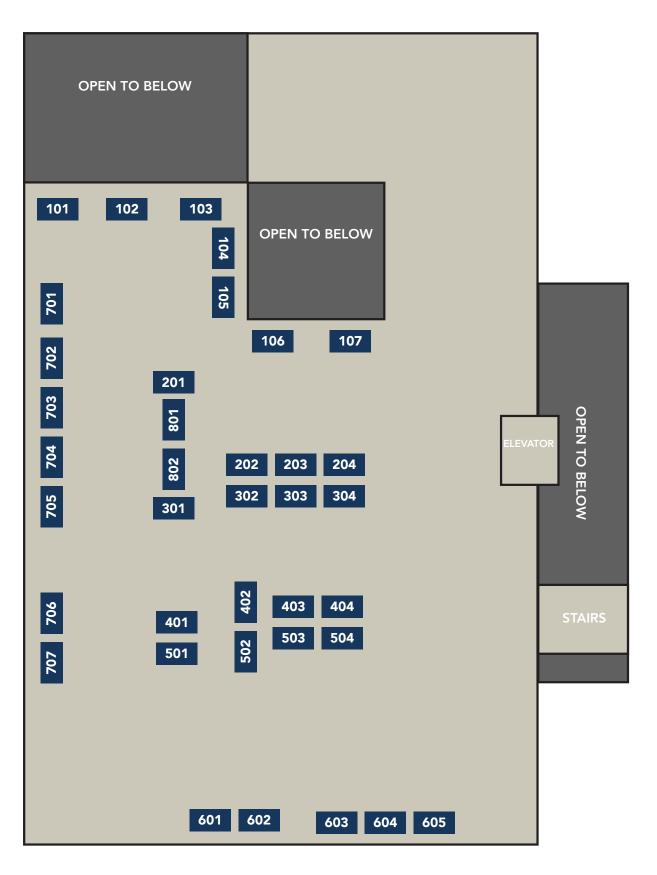
101	Oklahoma State University Department of Horticulture & Landscape Architecture Plants Can Provide Evidence Too!
102	Oklahoma City Community College Catapult into STEM!
103	Redlands Community College Touch Acuity: Two-point Threshold Experiment
104	SKELETONS: Museum of Osteology Forensics: Animal CSI
105	Federal Aviation Administration It Takes PRACTICE to be an Air Traffic Controller
106	OKWIT Oklahoma Women in Tech Why You Should be a Woman in Tech
107	Oklahoma State University Chemical Engineering Exploring Chemical & Biomedical Engineering through Math & Computing
201	Oklahoma State University Department of Chemistry Exploring the Colorful World of Metals
202	Oklahoma Louis Stokes Alliance for Minority Participation (OK-LSAMP) Program Robot Use in Daily Lives
203	Frontier Electronic Systems Corp. Career Choices in Electrical Engineering & Space Technology
204	Langston University Space Travel & Solutions for Eating & Sleeping
301	OGE Energy Corp. Positive Energy TOGEther
302	Canadian Valley Technology Center <i>Aim for the Stars – Straw Rockets</i>
303	Women In Physics Chapter at the University of Oklahoma Everyday Wonders of Physics!
304	Oklahoma 4-H Youth Development Oklahoma 4-H: Virtual Reality
401	Microbiology & Molecular Genetics Graduate Student Association Wonderful World of Microbes!
402	SAGE STEAM Team at SWOSU Integrating the Arts & STEM
403	Oklahoma Geological Survey Making Waves in the Geosciences!
404	Pick & Hammer Club Introduction to Rocks, Minerals & Fossils

- Booths Continued on Next Page -

501	University of Central Oklahoma Crime Scene Investigation & Digital Forensics
502	Southwestern Oklahoma State University SWOSU STEM
503	Oklahoma Chapter of the Electrochemical Society Lemon Power & Electroplating
504	Cameron University Department of Chemistry, Physics & Engineering Chemistry is in the Bag!
601/602	Oklahoma State University Department of Psychology Psychology as Science
603	Tulsa Regional STEM Alliance STEM by Sea and Air
604	OSU Insect Adventure Oklahoma's Live Bug Petting Zoo
605	Cellular & Behavioral Neurobiology, University of Oklahoma-Norman Hands-on Brain Activities
701	University of Oklahoma Department of Mathematics Fun & Games with Math
702	University of Oklahoma IT Get with IT – Hands-On Fun
703/704	Cameron University Engineering & Mathematics Departments Problem Solving with Engineering & Math
705	Oklahoma City University Mad Science at Oklahoma City University
706	Girl Scouts Western Oklahoma Cookie Box Spectroscope
707	University of Science & Arts of Oklahoma The Colors of STEAM
801	East Central University School of Nursing Be a NurseBroaden Your Horizons!
802	KISS Institute for Practical Robotics Experiencing Robotics & Programming

HANDS-ON SCIENCE & RECRUITMENT FAIR BOOTH MAP

MEZZANINE, 2ND FLOOR



TEACHERS' LOUNGE Science Experiment Learning Lab

Teachers Only

Genius Room – First Floor/West (Aviation Gallery)

This come-and-go session gives teachers the opportunity to experience and learn five easily replicated fun and engaging hands-on STEM activities. The activities can be easily leveled for a large age range and are aligned to Oklahoma Academic Standards.

Teachers who turn in their event surveys at the end of the day will receive a take-home kit that includes activity sheets materials and curriculum for all five activities! Surveys must be turned in between 2-2:30 pm at the EPSCoR table in the museum lobby to receive the materials (along with another fun gift).

Experience these engaging science activities and learn how to implement them in your classroom:

WIND TURBINES

Engineering can be a breeze! Design, build, and test a variety of wind turbine blade prototypes to discover which characteristics best transform the power of the wind into energy.

EARTH BATTERY

Need a little emergency power? Look no further than your backyard. With a little help from a couple of metals, you can turn the dirt in your garden into a workable battery.

SPIN CHROMATOGRAPHY

Ever wonder what solutions and mixtures are hiding in everyday objects like ink? This artistic approach puts a whole new spin on separating the components of a solution.

DID YOU CATCH THAT DOPPLER SHIFT?

What does an entertaining game of catch the buzzer have in common with a passing train? They both can be great examples of the Doppler effect.

WHAT'S LIVING ON MY CELL PHONE?

Cell phones are statistically one of the dirtiest things we own. When was the last time you cleaned your phone? More importantly what could be there now, right under your...ear?

PARTICIPANTS' BIOS

ARE YOU INTERESTED IN

Aerospace Engineering Family Medicine Art Restoration Computer Software Engineering Veterinary Medicine Meteorology

Are you interested in **AEROSPACE ENGINEERING?**

CAREER OVERVIEW

Humans have always longed to fly and to make other things fly, both through the air and into outer space—aerospace engineers are the people that make those dreams come true. They design, build, and test vehicles like airplanes, helicopters, balloons, rockets, missiles, satellites, and spacecraft.

PERSONALITY TRAITS OF SOMEONE WHO IS SUCCESSFUL IN THE FIELD

Creativity, curiosity, strong math and analytical skills, teamwork, good written and verbal ability, and attention to detail.

SUBJECTS TO STUDY IN HIGH SCHOOL

Chemistry, physics, computer science, algebra, geometry, calculus, English; if available, applied technology, statistics

HIGHER EDUCATION

Bachelor's degree minimum

PROJECTED INCOME

U.S. Minimum Wage: \$15,080/yr. U.S. Mean Wage: \$49,630/yr. Median Aerospace Engineer Wage: \$109,650/yr.

PROJECTED JOB GROWTH (2014-2024)

-3% to -9%

Source & credit: www.sciencebuddies.org



KRISTEN (KRISTY) M. KNIEST Chief Engineer, Boeing

Biography

Kristy Kniest is the Director of Engineering & Chief Engineer of Aircraft Modernization and Modification residing in Strike, Surveillance, and Mobility business of Boeing Defense, Space, and Security (BDS). She leads a global team of engineers that provide cutting-edge modernization upgrades, engineering sustainment, and heavy maintenance to a variety

of military and commercial derivative products including bombers, tanker, transport, and executive transport, cargo, and surveillance aircraft. She will also serve as the Chief Engineer for the Oklahoma City site. Kniest holds bachelor's degrees in computer science, mathematical science, and English from Rice University in Houston. She also holds a master's in business administration from Washington University.

Questions and Answers

What inspired you to want to pursue a career in your field?

My dad served in the US Air Force for 30+ years. I have always had a love of airplanes and an affinity for our nation's military as a result.

What is one of the coolest things you have done in your job? Leading the VC-25 program (which is known as Air Force One when the President is on board).

What is a non-academia related skill that you find valuable in your job? *Typing!*

What do you enjoy doing outside of work? Gardening and horseback riding.

What advice would you give to your 14-year-old self?

Make a career plan. I was fortunate in my career "happening/evolving," but it was more luck than plan.

Are you interested in **FAMILY MEDICINE?**

CAREER OVERVIEW

Physicians work to ease physical and mental suffering due to injury and disease. They diagnose medical conditions and then prescribe or administer appropriate treatments. Physicians also seek to prevent medical problems in their patients by advising preventative care. Ultimately, physicians try to help people live and feel better at every age.

PERSONALITY TRAITS OF SOMEONE WHO IS SUCCESSFUL IN THE FIELD

Good physical and emotional stamina, focus, empathy, calm during emergencies, outstanding communication skills, and enjoy interacting with people.

SUBJECTS TO STUDY IN HIGH SCHOOL

Biology, chemistry, physics, geometry, algebra II, pre-calculus, English; if available, computer science, statistics, physiology, biomedical science

HIGHER EDUCATION

Formal education and training requirements for physicians are among the most demanding of any occupation—4 years of undergraduate school, 4 years of medical school, and 3-8 years of internship and residency, depending on the specialty selected. A few medical schools offer combined undergraduate and medical school programs that last 6 years, rather than the customary 8 years. Premedical students must complete undergraduate work in physics, biology, mathematics, English, and inorganic, and organic chemistry. Students also take courses in the humanities and the social sciences. Some students volunteer at local hospitals or clinics to gain practical experience in the health professions.

PROJECTED INCOME

U.S. Minimum Wage: \$15,080/yr. U.S. Mean Wage: \$49,630/yr. Median Physician Wage: \$196,380/yr.

PROJECTED JOB GROWTH (2014-2024)

7% to 13%

Source & credit: www.sciencebuddies.org



KELLEY M. LOBB, M.D. Board Certified Family Medicine Physician, Mercy Physicians

Biography

Dr. Kelley Lobb is currently a Family Medicine Physician at Mercy Physicians in Norman, Oklahoma. She holds a bachelor of science in zoology from the University of Oklahoma, a doctorate in medicine from the University of Oklahoma College of Medicine, and was a Resident Physician at the OU Health Sciences Center, including Chief Resident for one year.

Questions and Answers

What inspired you to want to pursue a career in your field?

I was inspired by my father, who was a Medical Physicist. Initially, I planned to pursue a career in pathology, but I fell in love with patient interaction.

What is one of the coolest things you have done in your job?

Being able to identify what is making someone sick and help make them better will always be one of my favorite things to do.

What is a non-academia related skill that you find valuable in your job? Listening and understanding what another person is trying to say.

What is your proudest accomplishment in your career? Not giving up when things got hard.

Do you think being a woman in your field is advantageous in any way to you and the work you do? Absolutely. As a woman, there will always be people and topics that I can relate more freely with.

What do you enjoy doing outside of work? I love to sing, and I love spending time with my family.

What advice would you give to your 14-year-old self?

You can do anything you put your mind to. You just have to believe in yourself and never give up on your dream—even when it's hard.

Are you interested in **ART RESTORATION?**

CAREER OVERVIEW

A fine art restorer is responsible for repairing damages done to artwork such as paintings, murals, sculptures, ceramics, textiles, paper works, books, and other cultural objects or historical artifacts. The job often requires some research to determine the best course of action to take, particularly with antiques and other valuable works where the original should not be changed in any way. Sometimes the job involves, more simply, cleaning the artwork and preserving it for the future.

PERSONALITY TRAITS OF SOMEONE WHO IS SUCCESSFUL IN THE FIELD

Attention to detail, patience, and a passion for art.

SUBJECTS TO STUDY IN HIGH SCHOOL

Chemistry, art

HIGHER EDUCATION

Education requirements can vary. Do you want to carry on a family business, or do you want to become a certified restorer to broaden your horizons? University courses can be helpful in either case, and the knowledge you'll get is often necessary for certification. If you decide you want to study fine art restoration, focus on courses like chemistry, anthropology, studio art, and art history. You can pursue a degree ranging from an associate degree all the way up to a Ph.D. It's common for a student to apprentice under a master conservator after graduation, before jumping into a major restoration project.

PROJECTED INCOME

U.S. Minimum Wage: \$15,080/yr. U.S. Mean Wage: \$49,630/yr. Median Art Restorer Wage: \$40,000/yr.

PROJECTED JOB GROWTH (2014-2024)

5%

Source & credit: www.thebalancecareers.com, www.study.com



VICTORIA LUPIA Art Conservator

Biography

Victoria Book Lupia is a Professional Associate of the American Institute for Conversation of historic and Artistic Works who holds a master of science in art conservation from the Winterthur/University of Delaware Program in Art Conservation. As an objects conservator, she specializes in a wide variety of materials, including ceramics, plaster, metal, wood,

leather, stone, and mixed-media and all types of objects, ranging from fine art sculptures to historic toothbrushes and meteorites. She has exceptional experience with Native American artifacts and regalia, as well as with Jewish religious objects. Currently, Victoria runs Legacy Conservation, LLC, a small conservation services firm that assists museums, private individuals, and government agencies with conservation and preservation of unique cultural heritage objects.

Questions and Answers

What is one of the coolest things you have done in your job?

It's hard to choose. I helped prepare Ramses I for his triumphant return to Egypt. The mummy had been stolen by grave robbers and sold to a wealthy Canadian mining engineer in 1860. It was purchased by the Michael C. Carlos Museum in the 1990s, and after some research, the museum repatriated the skeleton to Egypt. I also cleaned the teeth of a T-Rex named Sue, but driving around with some Picassos in the backseat was surprisingly exhilarating.

What is a non-academia related skill that you find valuable in your job?

Listening. Developing a sensitivity to what people are actually saying—not necessarily with the words they use. When you learn why something matters, you can begin to figure out what needs to be done.

Do you think being a woman in your field is advantageous in any way to you and the work you do?

Most art conservators are women. Perhaps it is because women are more comfortable than some men talking about intangible things like "sympathetic moods" and "ideal states" and discussing the non-monetary value of a work of art or piece of history. Turning the question around, conservation may be advantageous to women; only a portion of conservators are employed full-time in institutions Therefore, it is possible to work freelance, perhaps raising a family, if that is what a conservator wishes to do.

What do you enjoy doing outside of work?

I have a young family, including a daughter who has Down syndrome and is the delight of my life. I am my son's homeroom mom, an amateur baker, and that keeps me pretty busy.

What advice would you give to your 14-year-old self?

Take opportunities to meet, or even just watch people who are really good at what they do. It is always worthwhile.

Are you interested in COMPUTER SOFTWARE ENGINEERING?

CAREER OVERVIEW

Are you interested in developing cool video game software for computers? Would you like to learn how to make software run faster and more reliably on different kinds of computers and operating systems? Do you like to apply your computer science skills to solve problems? If so, then you might be interested in the career of a computer software engineer.

PERSONALITY TRAITS OF SOMEONE WHO IS SUCCESSFUL IN THE FIELD

Deductive and inductive reasoning, mathematical reasoning, original thinking, and an understanding of what people want from their computers.

SUBJECTS TO STUDY IN HIGH SCHOOL

Physics, chemistry, computer science, geometry, algebra, algebra II, calculus, English

HIGHER EDUCATION

Most employers prefer applicants who have at least a bachelor's degree and experience with a variety of computer systems and technologies. In order to remain competitive, computer software engineers must continually strive to acquire the latest technical skills. Advancement opportunities are good for those with relevant experience.

PROJECTED INCOME

U.S. Minimum Wage: \$15,080/yr. U.S. Mean Wage: \$49,630/yr. Median Computer Software Engineer Wage: \$106,860/yr.

PROJECTED JOB GROWTH (2014-2024)

7% to 13%

Source & credit: www.sciencebuddies.org



AMANDA HARLIN JavaScript Developer Founder of Techlahoma

Biography

Amanda Harlin is a JavaScript developer who works for herself at Eyeframe.Software. She has also worked at startups and universities, co-owns a co-working space, and ran a nonprofit.

Questions and Answers

What is one of the coolest things you have done in your job?

Working on video games is definitely the coolest things I think I've done. They're not triple-a titles by any means, but I'm working on a mobile game to teach my daughter, Ada, new words in Spanish.

What is a non-academia related skill that you find valuable in your job?

Perseverance. I know a lot of folks in tech would have probably responded with the importance of soft skills which is true—but I think that perseverance is likely more important to uphold as a valuable skill for anyone who is coming from an under-represented background into tech. There are plenty of times that I felt like giving up but if you can power through the hard times the payoff is here.

What is your proudest accomplishment in your career?

I think making Techlahoma is one of the proudest things I've done...we've helped folks learn tech skills, design skills, hardware skills, and information security skills. I'm *really* proud that Techlahoma has had an awesome online streaming set up as well, so that folks who are in more rural places (including our viewers in other countries!) can participate and learn for free. I'm also proud of ThunderPlains JavaScript conference for having run since 2013. I've met other folks at big tech conferences who dismissed Oklahoma as a whole based on incorrect and dated assumptions. I'm proud that we've done so much to fight against this image and show the world how collaborative and awesome the OK community is.

What do you enjoy doing outside of work?

A huge portion of my life...has been dedicated to community organizing and advocacy for Oklahoma's tech communities. This year, however, I left my prior organizations...and have had a baby! When I'm not rocking Dorian to sleep or painting with Ada, I'm working on my freelance contracts. I work for myself now as a JavaScript programmer and absolutely love it!

What advice would you give to your 14-year-old self?

You know how you love to make your MySpace look awesome? There's an entire field in the workforce that PAYS you to do that all day long! Don't shy away from computers because guys tell you that you won't understand. If you have fun making websites, play MIDI files, and changing your background colors—then keep at it! Tech is a rewarding, fulfilling career if your choose it. Not everything is sunshine and rainbows, but you can make the best out of any field, so why not pick something awesome? Programming feels like being a magician. You can make nearly anything happen. Want an app? Want a website? Need to automate some super boring task? If you can dream it, you can code it. Go make some games, make a silly website, read the docs, and go have fun!

Are you interested in VETERINARY MEDICINE?

CAREER OVERVIEW

Veterinarians help prevent, diagnose, and treat health problems in a wide variety of animals. Regardless of whether the animal is a family pet, a prize-winning race horse, a dairy cow, a circus lion, or seal in a zoo, its healthcare depends on veterinarians.

PERSONALITY TRAITS OF SOMEONE WHO IS SUCCESSFUL IN THE FIELD

Patience, attention to detail, good communication skills, and a love of animals

SUBJECTS TO STUDY IN HIGH SCHOOL

Biology, chemistry, physics, algebra, geometry, calculus; if available, biotechnology

HIGHER EDUCATION

A career as a veterinarian requires a bachelor's degree, usually in biology, animal science, chemistry, or some other science field, followed by a four-year doctorate of veterinary medicine (DVM or VDM) degree from an accredited program. In addition, veterinarians must pass a state licensing exam prior to practicing. New graduates with a DVM degree may begin to practice veterinary medicine once they receive their license, but many new graduates choose to enter a 1-year internship. Interns receive a small salary, but often find that their internship experience leads to better paying opportunities later, relative to those of other veterinarians. Veterinarians who then seek board certification must also complete a 3- to 4-year residency program that provides intensive training in one of the 20 American Veterinary Medical Association (AVMA)-recognized veterinary specialties, including internal medicine, oncology, pathology, dentistry, nutrition, radiology, surgery, dermatology, anesthesiology, neurology, cardiology, ophthalmology, preventive medicine, and exotic small-animal medicine.

PROJECTED INCOME

U.S. Minimum Wage: \$15,080/yr. U.S. Mean Wage: \$49,630/yr. Median Veterinarian Wage: \$88,770/yr.

PROJECTED JOB GROWTH (2014-2024)

7% to 13%

Source & credit: www.sciencebuddies.org



FAYE MARIE LORENZSONN, D.V.M. *Veterinarian, WildCare Foundation*

Biography

Dr. Faye Lorenzsonn is currently the veterinarian at WildCare Foundation, a nonprofit dedicated to wildlife rehabilitation, located in Noble, Oklahoma. There she works with over 7,000 native wild animals from over 140 different species annually with the goal of releasing healthy individuals back to nature. Lorenzsonn holds a doctor of veterinary medicine from

the University of Wisconsin's School of Veterinary Medicine, as well as a bachelor of science in zoology. She has been helping wildlife since 2005. Prior to vet school, she worked at the U.S. Geological Survey National Wildlife Center in conservation medicine, where she studied plague in prairie dog colonies. She has volunteered at numerous wildlife rehabilitation and animal shelters. She loves traveling and spent a couple years volunteering and working abroad before making Oklahoma her home.

Questions and Answers

What is one of the coolest things you have done in your job?

It's hard to pick a single things. A lot of people think that working with eagles and bobcats is really cool, but I actually get really excited when I can fix broken bones on really tiny animals like bats and hummingbirds. Sometimes they are so tiny that you need to wear a magnifying glass for surgery, and come up with creative solutions like using a needle as a splint, so I think that is one of the coolest parts of my job.

What is a non-academia related skill that you find valuable in your job?

Being a good observer. When animals are scared, they try to hide that they are feeling sick or have an injury, so you really have to pay attention. Using you sense and paying attention to details are very important skills.

Do you think being a woman in your field is advantageous in any way to you and the work you do? Yes I do! Veterinary medicine as well as wildlife rehab have become female-dominated fields, and so we don't face as many of the same challenges and stigma as women in male-dominated professions. We have a lot of compassion and more open communication together at work, which is very important.

What do you enjoy doing outside of work?

I love camping and hiking with my dogs when the weather is nice—anything outdoors. But I also enjoy painting and relaxing at home watching movies.

What advice would you give to your 14-year-old self?

Not to worry or stress too much about the future—in a couple years, nobody will remember if you did something embarrassing or said something stupid, and if they do, it becomes a funny story. In the long run, a bad grade isn't going to ruin your career. It's okay to have fun and do things differently from other people, and it's okay to be weird. Also, I was depressed a lot as a teenager, so would like to add that it gets a lot better, for real!!! Just hang in there!

Are you interested in **METEOROLOGY?**

CAREER OVERVIEW

The atmosphere is a blanket of gases surrounding Earth that creates our weather. Meteorologists study the measurements and motion of the atmosphere as well as the changing events within it so that they can predict the weather. This weather forecasting helps the general public and people who work in industries like shipping, air transportation, water and power, agriculture, fishing, and forestry better plan for the weather and reduce human and economic losses.

PERSONALITY TRAITS OF SOMEONE WHO IS SUCCESSFUL IN THE FIELD

Fascination with weather-related events, analytical skills, an ability to piece together the big picture from many small measurements, and the ability to communicate scientific results in plain language.

SUBJECTS TO STUDY IN HIGH SCHOOL

Chemistry, physics, computer science, algebra, geometry, calculus; if available, Earth science, statistics.

HIGHER EDUCATION

A bachelor's degree in meteorology or atmospheric science, or in a closely related field with courses in meteorology, is usually the minimum educational requirement for an entry-level position as an atmospheric scientist. An alternate path to obtain a position as an entry-level meteorologist with the federal government is a bachelor's degree in a related field (such as physics, chemistry, engineering, or mathematics) and at least 24 semester hours in meteorologist/atmospheric sciences courses. A master's degree is necessary for some positions, and a Ph.D. is required for most basic research positions.

PROJECTED INCOME

U.S. Minimum Wage: \$15,080/yr. U.S. Mean Wage: \$49,630/yr. Median Meteorologist Wage: \$92,460/yr.

PROJECTED JOB GROWTH (2014-2024)

Average 7% to 13%

Source & credit: www.sciencebuddies.org



KODI L. BERRY, PH.D. Research Scientist

Biography

Dr. Kodi Berry is a Research Scientist and Sea Grant Liaison for the Cooperative Institute that supports the National Severe Storms Laboratory and the Executive Officer of the National Oceanic and Atmospheric Administration Hazardous Weather Testbed. Dr. Berry earned her Ph.D. and master's degree in meteorology from the University of Oklahoma

and bachelor's degree in meteorology/climatology from the University of Nebraska-Lincoln. Her primary area of research includes how broadcast meteorologists use and communicate probabilistic information in the Hazardous Weather Testbed. She also manages an interdisciplinary project, called CI-FLOW, that models coastal flooding during landfalling hurricanes in North Carolina.

Questions and Answers

What inspired you to want to pursue a career in your field?

Originally I planned on going into physical therapy but quickly realized in college that I am much better at physics than biology and chemistry. I literally sat down with the class bulletin and flipped through all the majors and their course requirements. When I got to meteorology and saw the physics requirement I thought, "That sounds perfect."

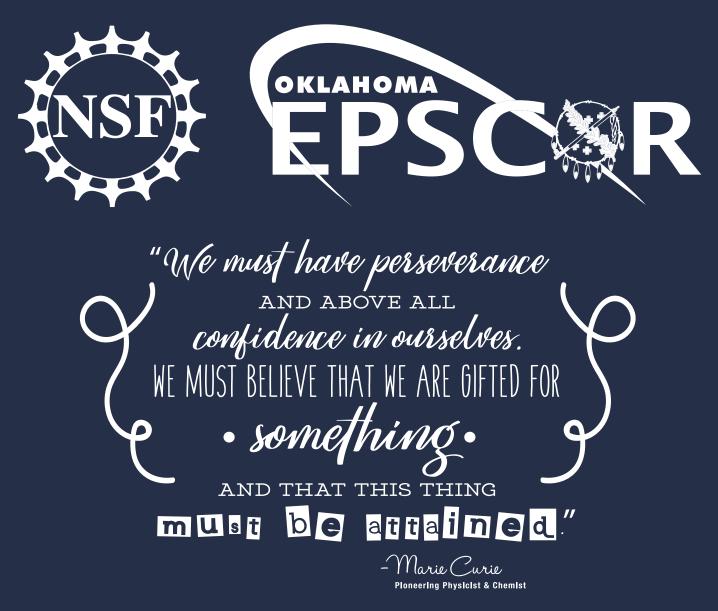
What is one of the most memorable things you've done in your job?

The most memorable experience of my career was attending the American Meteorological Society's Summer Policy Colloquium. The AMS Summer Policy Colloquium brings a select group of graduate students, faculty, and professionals to Washington, D.C., for an intense, 10-day immersion in science policy. It was an amazing ten days that serves as my gold standard for professional workshops and meetings.

What is the greatest challenge you've had to overcome in your life thus far?

The greatest challenge I've overcome was finishing my Ph.D. with a newborn baby. It was difficult to balance school, work, and family. However, she was my greatest motivation because I want her to know she can do anything she puts her mind to.

MY CONFERENCE NOTES





OKLAHOMA MUSCUME NETWORK

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