

Program Type

There are multiple program types to choose from depending on length, content, and teaching style.

Full-Day Course (C): An education program lasting a complete day of the conference using one or more teaching methods, including didactic, interactive, and case-based.

Half-Day Course (C): A 4-hour education program using one or more teaching methods, including didactic, interactive, and case-based.

Hubs (H): Step outside the traditional classroom and into the world of unconventional learning with unique educational and networking opportunities for eight focus areas.

Industry Therapeutic Update: An opportunity to hear from industry on current pipeline activity and therapies, in accordance with the standards set for industry by the Food and Drug Administration.

Invited Science (IS): An AAN scientific session featuring encore presentations of top abstracts presented at previous subspecialty meetings.

Networking Event: A must-see event to complement the meeting's science and education programming. Interact and network with colleagues from around the world!

Neuroscience in the Clinic Session (N): A two-hour session featuring a mix of scientists and clinicians actively engaged in lively case discussion to integrate scientific research with clinical application. Scientists will provide background on a case and clinicians will apply the case to a patient. Sessions will feature abstract presentations related to the topic and end with a panel discussion.

Other: Another type of programming not otherwise covered on this list.

Plenary Session (PL): A premier session highlighting the latest advances in neuroscience presented by some of the most cutting-edge and well-known thought leaders in the field of neurology.

Scientific Platform Session (S): A group of abstracts covering a similar topic presented in an oral format. Presentations are eight minutes in length with four minutes for question and answer with the author.

Poster Session (P): A series of thematic abstract presentations in an electronic format.

Seminar (C): A two-hour education program using one or more teaching methods, including didactic, interactive, and case-based.

Skills Workshop (C): A four-hour interactive, hands-on program to learn and practice new skills. Skills Workshops require a separate fee and registration.

Program Subtype

Step outside the traditional classroom and into the world of unconventional learning with different interactive Hubs each based on a different theme or content area.

Academic Hub: Provides programming and networking opportunities for everyone in an Academic Neurology Department.

HeadTalks: An iconic stage bringing a unique education format with discussion topics that add an unexpected twist to neurology featuring interactive programs and storytelling sessions that educate, entertain, and inspire.

Innovation Hub: Discover innovative ways to think about and care for your patients, your practice, and the future of neurology.

Leadership University: Gain new insights into different leadership styles. Experience neurology leadership development training through education, exposure, and engagement.

Practice and Policy Hub: Learn about practice management tools, AAN legislative priorities to enhance your advocacy work, and engage in robust discussions about implementing AAN guidelines, measures, and the Axon Registry® in your practices.

Research Hub: Discover resources for researchers at all career levels, learn about recognized research recipients, and find inspiration to start or continue your own research.

Trainee and Educator Hub: Access information and resources for trainees and educators through interactive panel discussions, informal games, and career track exploration.

Wellness Hub: Programming designed to help you learn best practices for well-being in your career, and it's also a spot to rest and rejuvenate.

Program Audience

Filter programming based on who you are to find content relevant to your practice area or career level.

Program Topic

Filter programming base on what topic the content relates to.