

# Conference Schedule

## Wednesday, April 24th

8:00 - 9:00 AM	Breakfast and Registration	Ballroom Foyer
9:00 - 11:00 AM	Keynote from Geoff Perlman, Real Software Founder and CEO	Ballroom
11:00 AM - 12:00 PM	New IDE Tips and Tricks, Thom McGrath	Ballroom
12:00 - 1:00 PM	Lunch	Palms Room
1:00 - 2:00 PM	Intro to Real Studio Web Edition, Greg O'Lone	Ballroom
2:00 - 3:00 PM	Advanced Real studio Web Edition, Greg O'Lone	Ballroom
3:00 - 4:00 PM	iOS Basic, Joe Strout	Ballroom
4:00 - 5:00	iOS Advanced, Joe Strout	Ballroom
6:30 - 9:00 PM	Dinner and Networking	Fulton's at Downtown Disney

## Thursday, April 25th

8:00 - 9:00 AM	Breakfast	Ballroom Foyer
9:00 - 10:00 AM	Basics of Object Oriented Design, Seth Verrinder	Developing Linux Apps, William Yu
10:00 AM - 11:00 AM	Advanced Object Oriented Design, Seth Verrinder	Design Patterns, Jared Zelek
11:00 AM - 12:00 PM	Database Design 101, Norman Palardy	MonkeyBread Software Plugins, Christian Schmitz
12:00 - 1:00 PM	Lunch	Palms Room
1:00 - 2:00 PM	New Framework: What, When, Why, Joe Strout	Cloud Sync without iCloud, Stephen Dodd
2:00 - 3:00 PM	Designing Cross-Platform Apps, Paul Lefebvre	SQL 101, Norman Palardy
3:00 - 4:00 PM	Developing Windows Apps, William Yu	Intermediate Database Coding Techniques, Bob Keeney
4:00 - 5:00 PM	Intro to Web Control SDK, Greg O'Lone	Mac OS Code Signing, Ingo Molitor
6:30 - 9:00 PM	Dinner and Bowling	Splittsville Downtown Disney

## Friday, April 26th

8:00 - 9:00 AM	Breakfast	Ballroom Foyer
9:00 - 10:00 AM	Scaling Web Apps, Travis Hill	3rd Party Web Services, Paul Lefebvre
10:00 - 11:00 AM	Creating Smart Apps with Real Studio, Trisha Duke	Optimizing Code, Kem Tekinay
11:00 AM - 12:00PM	Succeeding in Business with Real Studio, Richard Duke	Unit Testing, Scott Boss
12:00 - 1:00 PM	Lunch	Palms Room
1:00 - 2:00 PM	Reporting Tools, Bob Keeney	Wifi Sync, Stephen Dodd
2:00 - 3:00 PM	Using Source Control, Paul Lefebvre	Interfacing to Real-World Devices: A Robotist's Perspective, James Mullins
3:00 - 4:00 PM	Database Code Hoarders, Jared Zelek	REPEAT SESSION TBD
4:00 - 5:00 PM	Gaming AI Battle	Ballroom
5:00 - 5:30 PM	Feedback Session	