



Time	.NET - H2	Java - H1	Javascript - K1 New	Mobile Computing - G1	Architecture - G2	Testers - J2	IBMI - R21	Usability and Interaction Design - J1 New	Software Development Teams - G4	Product Owners - G3 New
09:00 - 09:10	Introduction by SDC2012 Programme Chair, Emily Bache									
09:10 - 10:00	Kevlin Henney Five Considerations									
10:30 - 11:20	Cecilia Wirén Be ready for Windows 8 Metro	Björn Beskow Grails grows up!	Christian Johansen Pure, Functional JavaScript	Adriaan de Jonge Create mobile websites that look like native apps	Jan Bosch Speed and innovation through architecture	Markus Gärtner Agile Testing - What "is" this, anyway?	Susan Gantner Latest news: RPG in V7	Jeff Patton Adding Good User Experience Practices into Agile Development	Yves Hannouille The Agile and Lean Mindset	Antonio Terreno Lean startup stories
11:40 - 12:30	Chris Klug Windows 8 from a Developers Perspective	Kees Jan Koster Cache fundamentals, dangers and tuning	Anders Janmyr Evented Programming with Node.js	Robert Boedigheimer Targeting Mobile Devices with HTML5 and CSS 3	Josh Long Spring in the Cloud	David Evans Exceptions, Assumptions and Ambiguity: Finding the truth behind the Story	Susan Gantner Harnessing the Power of APIs through Prototypes	Johanna Hasslöf User Experience I Agila projekt	Joseph Wilk Acceptance testing in the land of the startup	Mattias Skarin Modern product development principles, thinking beyond the PO
12:30 - 13:30	LUNCH									
13:30 - 14:20	Maarten Balliauw Organize your chickens: NuGet for the enterprise	Josh Long Building Better Clients with Spring	James Kyburz CoffeeScript: the path to enlightenment Björn Ramberg The beauty of Uglify Thomas Lundström RequireJS for modular JavaScript code Jonas Nicklas Modern client side MVC from the 1980s	Patrik Löwendahl Strategi för mobilitet och mobilarkitektur	Jason Ayers Continuous Design Spikes	Rikard Edgren Exploratory Test Design	Paul Tuohy SQL Procedures, Functions & Triggers 90 minutes - part 1	Zayera Khan Customer experience more than usability & interaction design	Ulrika Park The Others - and the barriers of agile collaboration	Luke Hohmann Innovation Games: Software Powered Innovation Through Collaborative Play
14:40 - 15:30	Jose Luis Soría Teruel Agile Database development with Visual Studio	Johan Haleby Is your REST Assured?	Jakob Mattsson Beyond JavaScript	Mattias Kihlström When to use jQuery Mobile? Tobias Ekblom Hello, meet Android! Erik Lupander An introduction to Rendscript Mikael Egnér Mobila applikationer för iOS och Android med Javascript	Stephan Hochdörfer Managing variability in software applications	Mike Scott Beyond Page Objects - Evolving a test framework for a multi-client, multi-lingual web site	Paul Tuohy SQL Procedures, Functions & Triggers 90 minutes - part 2	Margareta Löfvenholm Lean user experience CJ Kihlbom Integrated Design and Development Erik Frisk Best practices in customer on-boarding	Jim Benson Psychology of Kanban	Nancy van Schoonderwoert Embedded Storycrafting: Key to controlling Risk and Schedule
15:30 - 16:00	BREAK									
16:00 - 16:50	Robert Boedigheimer ASP.NET and Visual Studio vNext	Peter Ledbrook A cloud for developers: Cloud Foundry	Christian Johansen Test-driven JavaScript	Chris Klug and Robert Folkesson Phone Zero to Phone Hero in 90 minutes - part 1	Michael "GeePaw" Hill Articulated Real World Refactoring - part 1	Kristoffer Nordström Why every system test department should have a test developer	Jon Paris Programming with PHP: An Introduction for RPGers 90 minutes part 1	Erik Markensten and Henrik Eneroth UX research in the future - a strategic tool in the board rooms	Andrea Provaglio Overcoming Self-organization Blocks	Jeff Patton Using Story Mapping to See the Big Picture
17:10 - 18:00	Shay Friedman Running through DLR Magnus Härlin SignalR Jose Luis Soría Teruel Enabling ALM for COBOL projects with COBOLizer Anders Bratland Getting started with Kinect	Tim Berglund Lightweight Web Apps with Ratpack	James Kyburz The future of Javascript	Chris Klug and Robert Folkesson Phone Zero to Phone Hero in 90 minutes - part 2	Michael "GeePaw" Hill Articulated Real World Refactoring - part 2	Emily Bache Working effectively as a tester on an agile team	Jon Paris Programming with PHP: An Introduction for RPGers 90 minutes - part 2	Per Axbom Ace your website. Awes your users. 7 steps to master UX.	Stefan Bükk Lean Product Development and the difference between it and Lean Production	Henrik Berglund How do you develop winning products?



Time	.NET - H2	Java - H1	Web - K1	Mobile Computing - G1	Architecture - G2	Big Data - J2 ^{New}	IBMi - R21	Usability and Interaction Design - J1 ^{New}	Software Development Teams - G4	Software Development Leaders - G3
09:00 - 09:10	Introduction by SDC2012 Programme Chair, Emily Bache									
09:10 - 10:00	Mary Poppendieck Software Doesn't Matter									
10:30 - 11:20	Gill Cleeren Take a free guided tour of Visual Studio 11 and .NET 4.5	Anders Karlsen Clojure in the real java world	Rawld Gill Employing Loaders, Builders, and other Abstraction Machinery to Beat Down Software Complexity	Alasdair Allan Connecting iOS to the real world with Arduino	Donald Belcham Solving the Problem of Event Coupling	Theo Hultberg A Guide to the Post-relational Revolution	Paul Tuohy Embedded SQL in RPG - Beyond the Basics 90 minutes - part 1	Anette Lovas and Erna Mehmedagic Mobila intranätet ur ett tjänsterdesign perspektiv	Gojko Adzic BDD: Busting the myths	Claudio Perrone A3 & Kaizen: Here's How!
11:40 - 12:30	Thomas Lundström Introducing ASP.NET MVC in Legacy Webforms Applications	Sam Brannen Spring 3.1 to 3.2 in a Nutshell	Nathaniel Schutta JavaScript Libraries You Aren't Using...Yet	Johan Sanneblad Game Programming for Mobile Devices	Johannes Brodwall Experience Agile Programming	Tim Berglund Radical NoSQL Scalability with Cassandra	Paul Tuohy Embedded SQL in RPG - Beyond the Basics 90 minutes - part 2	Lidia Oshlyansky UX in Google - design and research for better products	Monika Konieczny Agile + Gamification - more fun == more done! (how to smoothly introduce agile)	Peter Taylor The Lazy Winner
12:30 - 13:30	LUNCH									
13:30 - 14:20	Shay Friedman Migrating ASP.NET Applications to the Cloud	Hardy Ferentschik Maven vs Gradle - On your marks, get set, go!	Bodil Stokke Clojure on the Web	Conny Svensson Cross-Platform Development with Titanium	Henrik Feldt A Breath of Fresh Air: Domain Driven Design, Event Sourcing and CQRS	Jim Webber Highly Connected Data in NOSQL Stores	Susan Gantner Simplify RPG Apps. - SPECIAL files and Open Access 90 minutes - part 1	Nathaniel Schutta Designing for Mobile	Johannes Brodwall Agile contracts - thesis antithesis synthesis	Joakim Karlsson Why Is Change So Hard?
14:40 - 15:30	Alan Smith "Extending to the Cloud" with Windows Azure	Jörgen Lundberg Play 2.0: Fast, Fun and Productive Java Web Development	Shay Friedman ASP.NET MVC Vs. Ruby on Rails	Alasdair Allan Building location-aware sensors based applications for iOS	Niklas Gustavsson Spotify's Architecture	Elise Huard Data driven development	Susan Gantner Simplify RPG Apps. - SPECIAL files and Open Access 90 minutes - part 2	Peter Erhard Which usability studies actually pay off?	Gojko Adzic Visualising quality	Henrik Berglund Real teams
15:30 - 16:00	BREAK									
16:00 - 16:50	Maarten Balliauw Architectural patterns for the cloud	Michael Heinrichs JavaFX for business application developers	Gill Cleeren The session we've all been fearing: a feature comparison between Silverlight and HTML 5	Erik Lupander Introduction to 3D graphics and OpenGL ES 2.0 on Android	Donald Belcham System Health Monitoring	Jim Webber Domain-Driven Design for RESTful Systems	Jon Paris PHP: Further explorations 90 minutes - part 1 Jon Paris PHP: Further explorations 90 minutes - part 2 at 17.10 - 18.00	Margareta Löfvenholm Lean User Experience - a way forward when the project is driven by the engineers?	Emily Bache The most important decisions the team should take	Luke Hohmann Bridging the Gap: Linking Strategic Roadmaps to Tactical Project Plans
17:10 - 18:00	Gojko Adzic Do we really know what we know, or are we just faking it? Jon Paris PHP: Further explorations 90 minutes - part 2 at 17.10 - 18.00 Alasdair Allan How to gain users and influence people Nancy van Schooenderwoert No Bugs Michael "GeePaw" Hill Geek Joy									