

September   Sept						
Storytelling and Ancedote Cricles Understanding through Storytelling Shaw Calinhan Dec Shaw Calinhan Dec Shaw Calinhan Dec Shaw Part 2  Shaw Part 2  Shaw Part 2  Lean Business Intelligence Case study - Transforming from west-full to agile Mat Hodgson Designing Portfolio Kanbana Processor and Pro		Room A (EN204)	Room B (EN102)	Room C (EN103)	Room D (EN202)	Room E (EN201)
Systems Thinkings	8:30	Registration & Welcome	Lecture room 2	Read more		
Lean Business Intelligence Case Study - Faster, Better, Chespor BI Kart Solane more  10.45  Problem solv kart Solane more  11.00  Visual Collaboration Learn to draw, Learn to communicate better. Lynne Citaly more  Main Horngan A Francework for inmovation A Francework for inmovation A Francework for inmovation Shoulds Shaukat more  12.30  The Time-Bomb Experiment Valuing individuals & Herry Wiputro more  13.15  The Time-Bomb Experiment Valuing individuals & Herry Wiputro more  14.15  Pregot your back How to make Collaboration work  Presting in an Aglie Environment A Case study from Sex Hob Manger more  Problem solv Devops & Continuous Delivery in the Cloud Delivery in the Cloud Delivery in the Cloud Delivery in the Cloud Might remades more  Michi Pyson Michi Pyson Michi Pyson Michi Pyson Michi Pyson Michi Pyson Michi Part 2  Ed and Py Theory of Constraints Wity nothing you ever do Might make the slightest difference Michi Rate slightest difference Michi Rate slightest difference Michi Rate slightest difference Michi Pyson Michi Part 2  Ed and Py Theory of Constraints Miy nothing you ever do Might make the slightest difference Michi Pyson Michi Part 2  Free por your on a right A Gase Study from Aglie Pyson on a glie Pyson on a g	9.15	Circles Understanding through storytelling Shawn Callahan	introduction  James Van Wood	A Case study - Transforming from waterfall to agile  Matt Hodgson	How to add value as a quality geek  Mark Pedersen	<b>Agile Story Maps</b> Build a Better Death Star Craig Brown <u>more</u>
11.00   Visual Collaboration   Learn to draw Learn to communicate better.   Lynne Cazely more   Mis Horrigan more   Mis Horrigan more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Ed Wong & Indicate of the more   Mich Inyson more   Mich Inyson more   Ed wong & Indicate of the more   Mich Inyson more   Ed wong & Indicate of the more   Mich Inyson more   Ed and Part   Mich Inpart 2   Mich Inpart 2   Ed and Part   Mich Inpart 2   Mich Inpart 2   Ed and Part   Mich Inpart 2   Mich Inpar	10.00		Case study - Faster, Better, Cheaper BI Kurt Solarte	Designing Portfolio Kanbans Presentation & discussion Ronica Roth	Environment A Case study from Seek Rob Manger	Craig, part 2
The Time-Bomb Experiment Valuing Individuals & Interactions Mair Kitchards More More More More More More More More	10.45			Break		
Take it Offshore! Ramping up a distributed team in 3 weeks Shoalb Shaukat more  The Time-Bomb Experiment Valuing Individuals & interactions Nadir Kahn more  The Time-Bomb Experiment Valuing Individuals & interactions Nadir Kahn more  Tread to Might make the slightest difference More  The Time-Bomb Experiment Valuing Individuals & interactions Nadir Kahn more  Tread to Might make the slightest difference James Ross more  Tread to Constraints Why nothing you ever do Might make the slightest difference James Ross more  Tread to Constraints Why nothing you ever do Might make the slightest difference James Ross more  Tread to Constraints Why nothing you ever do Might make the slightest difference Renee, Part 2  Pene, Part 2	11.00	Learn to draw. Learn to communicate better. Lynne Cazaly	<b>setting</b> Mia Horrigan	<b>Delivery in the Cloud</b> Nigel Fernades	Discover your own agile journey (a game) Michi Tyson	Problem solving with agile UX  A better cinema website using agile UX techniques  Ed Wong & Pete Grierson more
The Time-Bomb Experiment Valuing Individuals & interactions Interactio	11.45	A framework for innovation  Shoaib Shaukat	Ramping up a distributed team in 3 weeks Frank Trindade &	Agile tools session	Michi part 2	Ed and Pete, part 2
13.15	12.30			Lunch		
How to make Collaboration work  Viv McWaters more  Edgy Agile things you may not have heard of Jason Yip more  14.15  Fishbowl: Engagement  Fishbowl: Engagement  Peoplest  Principle Centred Project Management  Pete Oswald more  How to make Collaboration work  Brett, Part 2  James, Part 2  Removing Standards is a good thing! A highly interactive session!  Stephan Dekker more  Frank Trindade more  Fishbowl: Fishbowl: Definition of Done  Leads  Break  Principle Centred Project Management  Minimum Viable Product  Pete Oswald more  Claire Pitchford  Neil Killick  Mark Richards more	13.15	Valuing Individuals & interactions  Nadir Kahn	Understanding what holds teams back Brett Maytom	Why nothing you ever do Might make the slightest difference James Ross	Improving engagement with games  Renee Troughton	<b>Lightning Talks</b> LAST attendees presenting ideas in 5 minute bursts more
Edgy Agile things you may not have heard of  Jason Yip more  14.45  Fishbowl: Engagement  15.15  Principle Centred Project Management  Pete Oswald Peter Oswald	13.45	How to make Collaboration work Viv McWaters	Brett, Part 2	James, Part 2	Renee, Part 2	<b>Open Space</b> People share ideas
15.15 Engagement Definition of Done Leader  15.15 Break  Principle Centred Project Management Minimum Viable Product People shape Peopl	14.15	you may not have heard of Jason Yip	Agile tools session	good thing! A highly interactive session! Stephan Dekker	How to replace your change programme for a learning organisation  Frank Trindade	<b>Open Space</b> People share ideas
Principle Centred Project Management  Pete Oswald more  Claire Pitchford  Perinciple Centred Project Minimum Viable Product  Buying Agile The Cost of Agility  Design Thinking Mark Richards more  Mark Richards more	14.45					Fishbowl: Leadership
Management Minimum Viable Product The Cost of Agility  Pete Oswald More Claire Pitchford Neil Killick  Management Minimum Viable Product The Cost of Agility  Design Thinking People shall Mark Richards More	15.15			Break		
	15.30	Management  Pete Oswald	Minimum Viable Product  Claire Pitchford	The Cost of Agility Neil Killick	Mark Richards	<b>Open Space</b> People share ideas <u>more</u>
י בו חו	16.15	Complex, Complicated, Simple, Chaotic Kim Ballestrin	<b>ground</b> Renee Troughton	Ronica Roth	What to do when you don't know anything Reg de Silva	<b>Open Space</b> People share ideas
17.00 Retrospective & Close	17.00	Retrospective & Close				

Post event drinks Sponsored The Hawthorn Hotel 481 by Rally Software: Burwood Road, Hawthorn

17.30

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