	Room A (EN204)	Room B (EN102)	Room C (EN103)	Room D (EN202)	Room E (EN201)
8:30	Registration & Welcome	Lecture room 2	Read more		
9.15	**Storytelling and Anecdote Circles** Understanding through storytelling Shawn Callahan more	**Systems Thinking: An introduction** James Van Wood more	**Dr Jeckyll and Mr Scrum** A Case study - Transforming from waterfall to agile Matt Hodgson more	**The Agile Tester** How to add value as a quality geek Mark Pedersen more	**Agile Story Maps** Build a Better Death Star Craig Brown more
10.00	Shawn, part 2	**Lean Business Intelligence** Case study - Faster, Better, Cheaper BI Kurt Solarte more	**Designing Portfolio Kanbans** Presentation & discussion Ronica Roth more	**Testing in an Agile Environment** A Case study from Seek Rob Manger more	Craig, part 2
10.45	Break				
11.00	**Visual Collaboration** Learn to draw. Learn to communicate better. Lynne Cazaly more	**The use of Scrum in a BAU setting** Mia Horrigan more	**Devops & Continuous Delivery in the Cloud** Nigel Fernades more	**Choose Your Own Adventure** Discover your own agile journey (a game) Michi Tyson more	**Problem solving with agile UX** A better cinema website using agile UX techniques Ed Wong & Pete Grierson more
11.45	**Organise for Innovation** A framework for innovation Shoaib Shaukat more	**Take it Offshore!** Ramping up a distributed team in 3 weeks Frank Trindade & Herry Wiputra more	**IBM Rational Team Concert** Agile tools session IBM team	Michi part 2	Ed and Pete, part 2
12.30	Lunch				
13.15	**The Time-Bomb Experiment** Valuing Individuals & interactions Nadir Kahn more	**High Performance Scrum** Understanding what holds teams back Brett Maytom more	**Theory of Constraints** Why nothing you ever do Might make the slightest difference James Ross more	**Gamification and Agile** Improving engagement with games Renee Troughton more	**Lightning Talks** LAST attendees presenting ideas in 5 minute bursts more
13.45	**I've got your back** How to make Collaboration work Viv McWaters more	Brett, Part 2	James, Part 2	Renee, Part 2	**Open Space** People share ideas
14.15	**Edgy Agile things** you may not have heard of Jason Yip more	**Rally product presentation** Agile tools session more	**Removing Standards is a good thing!** A highly interactive session! Stephan Dekker more	**Subject to Change** How to replace your change programme for a learning organisation Frank Trindade more	**Open Space** People share ideas
14.45	Fishbowl: Engagement			Fishbowl: Definition of Done	Fishbowl: Leadership
15.15	Break				
15.30	**Principle Centred Project Management** Pete Oswald more	**Living Below the Line** Minimum Viable Product Claire Pitchford more	**Buying Agile** The Cost of Agility Neil Killick more	**Design Thinking** Mark Richards more	**Open Space** People share ideas more
16.15	**Cynefin and Agile** Complex, Complicated, Simple, Chaotic Kim Ballestrin more	**Lean start-ups on the ground** Renee Troughton more	**Use agile to adopt agile** Ronica Roth more	**Transparency and Visibility** What to do when you don't know anything Reg de Silva more	**Open Space** People share ideas
17.00	*Retrospective & Close*				

| 17.30 | Post event drinks Sponsored by Rally Software: | The Hawthorn Hotel 481 Burwood Road, Hawthorn | more |