

Legend	Hands-On = Orange	Integration = Yellow	App Dev = Green	Custom Comp = Blue
Sunday				
9:00a - 12:00p	GarthDB - Flex 101		Sid Maestre - Beginner Workshop with the Mate Framework	Justin McClean - Flex and Hardware Hands-On
1:00p - 5:00p		Joel Hooks - Hands-on Development with the Robotlegs AS3 Framework		
Monday				
8:30a - 9:50a	Keynote	Keynote	Keynote	Keynote
10:00a - 11:20a	200 - Giorgio Natilli - Agile practices for Flex developers	300 - Michael Labriola - Eternal Sunshine of the Component Developers Mind	200 - Chase Brammer - Flash Analytics Throwdown - Google v. Omniture	250 - Richard Lord - Designer Last Application Architecture
11:30a - 1:00p	LUNCH - Brightcove - How RIA Advertising Works			
1:00p - 2:20p	300 - David Hassoun - Going deep w/OSMF - OMG!	100 - Bryce Barrand - Golden nuggets: How to find and keep top developers.	350 - Drew McClean & RJ Owen - Obey: Building a Rules Engine with AS3 and the Hamcrest API	200 - Ryan Stewart - Creating Collaborative Apps with PHP and LiveCycle Collaboration Services
2:30p - 3:50p	200 - Kevin Hoyt - Flex + Phidgets = Beer	200 - Garth Braithwaite - Your Flex App Looks Like Poo	100 - Jesse Warden - RobotLegs on Top of Gaia Flash Framework	200 - Zohar Babin - Extending the Kaltura Platform: using APIs, Client Libraries, API Console & Sample Kits
4:00p - 5:20p	Panel - The Flash Platform Eco-System			
Tuesday				
8:30a - 9:50a	Panel			
10:00a - 11:20a	200 - Deepa - Whats New in Flex 4 that's NOT Spark!	150 - Dave Hassoun / Jun Heider - Adobe Stratus and Flash Player 10 P2P: Enterprise Multi-user Applications Without the Need for Large Server Infrastructure	200 - Paul Robertson - Building iPhone apps using the Flash Platform	300 - Aaron Pedersen, James Polanco - Flex 4 Component LifeCycle Best Practices
11:30a - 1:00p	LUNCH - Leonard Souza - Fierce Hardware Integration			
1:00p - 2:20p	Jeffrey Houser - The Flex Component Architecture Showdown: Halo and Spark Side by Side	200 - Hari Chinthalapale - Flexing datagrids with xml	200 - Jacob and Tyler Wright - Reflex: Rethinking Component Design	300 - Gary Rogers - Automated Build and Deployment Processes
2:30p - 3:50p	Elad Elrom - Building Applications using Test Driven Development (TDD)	200 - Randy Troppman & Andrew Westberg - How to talk "Satellite" - Throwing GPS data at Flex	200 - Oz Michaeli - Flash to iPhone: Use what you already know about Flash to make kick ass Objective-C & OpenGL apps	300 - Aaron Hardy - Queue & Cache
4:00p - 5:20p	Anthony Franco - Panel - Why Business should be Your Business, how to speak to executives			
Wednesday				
8:30a - 9:50a	Keynote	Keynote	Keynote	Keynote
10:00a - 11:20a	300 - Renaun Erickson - Optimize it! ActionScript Tips for iPhone Games	250 - Jeff Tapper - Ouch, it hurts when I do that.	200 - Dan Florio - Under the hood of RunPee	Sim Bateman - Getting Git
11:30a - 1:00p	hey	LUNCH	LUNCH	LUNCH
1:00p - 2:20p	200 - Caleb Adam Haye - Better Builds: Continuous Integration for RIAs	200 - Kevin Schmidt - CF9 CFAAS	200 - Jun Heider - Silverlight Land for Flex Developers - Part 1: Working the front end	200 - Nate Beck - Flexible Games... game development with stuff you already know.
2:30p - 3:50p	250 - Michael VanDaniker - Getting the most of out Axis	100 - Shashank Tiwari - Simple Expressions at Play (Multi Touch)	200 - Eric Fickes - Silverlight Land for Flex Developers - Part 2: Working the back end	250 - Andrew Powell - How I Learned to Stop Worrying and Love UX
4:00p - 5:20p	200 - Matt Guest - Intro to Flex Typography using the Text Layout Framework	300 - Yakov Fain - Dramatic Effect of Flex Library Linkage	100 - Ellie Khabazian - What Developers Should Know Before Entering into a Contract	300 - Huyen Tue Dao - Greenthreading in Flex