

	Park	Office	Library	Museum
Legend	Hands-On = Orange	Business of iPhone = Yellow	Sights, Sounds, and Interactions	Development Tips and Tricks =
<b>Sunday</b>				
9:00a - 12:00p	Kendall Helmstetter Gelner - Advanced Debugging	Mike Berg-Photoshop for Devs	Ray Wenderlich-iOS 101	Doug Sjoquist-OCMock: Crash Test Dummies For Your Code
1:00p - 5:00p	400-Chris Parrish-OpenGL ES for Image Processing	Mike Berg-Photoshop for Devs Cont'd	Ray Wenderlich-iOS 101 Cont'd	Rob Rusher-Prototyping Native Mobile Applications Made Easy
6:00p - 8:00p				
<b>Monday</b>				
9:00a - 10:10a	Keynote - Matt Drance			
10:20a - 11:30a	100-Kyle Richter-Going Indie Without Going Broke	100-Gareth Jenkins-Designing an iPad-native and iPad-suitable game	300-Jim McKeeth-Integrating iOS Applications into your Database Infrastructure	200-Jay Graves-Over the Air distribution and Build Automation
11:40a - 12:50p	200-Justin Williams-^BlockParty: Extended Apple's Classes (And Your Own) To Use The Power Of Blocks	200-John Ellenich-Confessions of a [REDACTED] UI Designer: Why Every Pixel Matters in the Mobile Universe.	Ty Amell - Next-Gen Development: Creating apps more efficiently and in less time, without recreating the wheel	300-Nick Harris & Brent Simmons-Building Webservices for Mobile Apps
12:50p - 1:50p	LUNCH -(Panel) Brandon Alexander-We'll do better next time...			
2:00p - 3:10p	200-Gregory Raiz-Designing for Thumbs and Fingers	200-Brian Robbins-Making Free profitable on iPhone	400-Joe Pezzillo-Mastering In-App Purchase	300-Bill Dudney - Understanding View Controllers OR View Controllers and Containment
3:20p - 4:30p	300-Patrick Hogan-Power Your Workflow With Git	100-David Ballard-TBD - something like 'Monetize The Fun Way'	200-Jim McKeeth-Consuming WCF and SOAP Services with iOS	100-Chris Parrish- Designing Postage, lessons from an award-winning app
4:40p - 5:50p	Mike Lee			
<b>Tuesday</b>				
9:00a - 10:10a	David Whatley -Can you really make an iPhone game when no one has to show up to work?			
10:20a - 11:30a	Stu Stern - Automating iOS User Interface Testing	Serban Porumbescu-Introduction to OpenCV	200-Kyle Richter-Game Center Beyond Games	200-Dave Batton-iOS Memory Management
11:40a - 12:50p	300-Nathan Eror-Building Fun and Touchable Interfaces	300-Brandon Alexander-The Objective-C Runtime and You	Milennial Media-TBA	200-Kendall Helmstetter Gelner-XCode4 Tips & Tricks
12:50p - 1:50p	LUNCH - Panel: The Six MuskiOSteers: Why UI/UX Details Matter			
2:00p - 3:10p	Ray Wenderlich & Rod Strougo-Intro to Cocos2D	100-Hernan Pelassini-From 2 to 100: Dealing with explosive growth from an engineer's perspective	200-Dave Wiskus-What Would Don Draper Do?	300-Saul Mora-Using Instruments Effectively
3:20p - 4:30p	200-jonathan george-How to get ink. Your guide to hacking the press.	200-Gary Rosenzweig-Building Apps With Flash	300-Marcus S. Zarra-Intelligent Image Caching	Michael Schneider - Legal Issues in iOS Development
4:40p - 5:50p	200-Michael Gile-AppleTV Apps: Are you ready for the big screen?			
<b>Wednesday</b>				
10:00a - 11:10a	200-Ken Yarmosh-Thinking iPad (No, Not ThinkPad)	400-Gareth Jenkins-Goodbye OO, hello components - how to use a lightweight component architecture for iOS games (Cocos2D and otherwise)	300-Collin Donnell-Put a bird on it: Prettifying User Interfaces with Core Graphics and UIKit	200-Andreas Linde-App Testing Without Fear
11:20a - 12:30p	Joe Conway - MVCS: Model-View-Controller 2.0	Aaron Masih - The Evolution of Language. Using Next-Generation Technologies to Improve Adoption and User Experience	100-Michael Simmons-Why Are You *Really* Doing This?	200-Scott Gustafson-Unit Testing
12:30p - 1:30p	LUNCH - Game Jam Review			
1:30p - 2:40p	200-Daniel Pasco-Design From The Trenches	200-Andrew Goodale-JavaScript and Objective-C	200-Mark Johnson-How to be an iOS Consultant	200-Nathan Eror-Simple Concurrency with GCD
2:50p - 4:00p	200-Kirby Turner-Sharing Code between iOS and OS X (using Static Libraries and Frameworks)	200-Ben Long-Music & Sound in Mobile Apps	100-Andria Jensen-Basics of Running a Contract App Development Business	300-Jeff Biggus-Accelerate your code!
4:10p - 4:40p	General Session			