

	Salon A	Salon B	Salon C	Salon D
Legend	Hands-On = Orange	Business of iPhone = Yellow	Sights, Sounds, and Interactions =	Development Tips and Tricks = Blue
Sunday				
9:00a - 12:00p		InMobi - The Economics of Your Ad Supported Application Business	casual game dev with Titanium	Kendall Gelner - Adv. Debugging
1:00p - 5:00p	Saul Mora-Workshop: Unit Testing that doesn't Suck, the Workshop	InMobi - The Economics of Your Ad Supported Application Business	casual game dev with Titanium	Kendall Gelner - Xcode Customization
9:00a - 5:00p	Ray Wenderlich - iPhone 101 Hands-On			
6:00p - 8:00p	Welcome Reception Sponsored By: Newsgator/Taplynx			
Monday				
9:00a - 10:10a	Keynote: David Whatley - Funonomics: The Secrets of Engineering Fun			
10:20a - 11:30a	300-Tom Harrington-Live streaming with Core Audio	200-Justin Williams-Punching Out: Selling Your iPhone Apps To Someone Else	100-Thomas Frauenhofer-Introduction to Cocos2D for iPhone	200-Bob koon-Keel Haul the Scurvy Dogs! (Some Piracy and Data-Snooping Countermeasures)
11:40a - 12:50p	Guy English	150-Steven Hugg-Viral Marketing By The Numbers	200-Joe Pezzillo-Push It Over the Top (tentative title)	Lindsay Giachetti-Apps on a Wire: User Experience Wireframe Design for iPhone and iPad Apps
12:50p - 1:30p	LUNCH Michael Simmons - App Success: Why are you *really* doing this?			
1:30p - 2:40p	Joe Keeley - More Quartz 2D	150-Nathan Eror-iOS 4 event handling using UIGestureRecognizer (iOS 3.2 and 4.0 only)	150-Kyle Richter-Game Center, Beyond Games	200-Vadim Dagman-It's more fun to learn from your successes than from your mistakes
2:50p - 4:00p	300-Vincent Verville-Practical Core Graphics for iOS 4	200-Noel Llopis-The Power Of In-App Purchases	Mike Schneider	Admob - Making Money on Mobile: When Can I Quit My Day Job?
4:10p - 5:20p	General Session - Mike Lee - Making Apps That Don't Suck			
Evening Reception Sponsored By: Disney/Tapulous				
Tuesday				
9:00a - 10:10a	General Session - David Whatley			
10:20a - 11:30a	100-Joe Pezzillo-Gutenberg X Ford = Appitalism	150-Julio Barros-User experience (UX) design for the indie dev	300-Tim Burks-Get Your Head in the Clouds: Tools and Resources for Building Great Networked Apps	200-Jiva DeVoe-Building Elegant Software
11:40a - 12:50p	Brent Simmons-Epic Software Re-use	200-Clint Tredway-Building iPad Applications with Titanium	300-Jen Gordon-Designing the Details - What makes some apps stand out above the rest?	100-Michael Prichard-Optimizing Mobile Web Optimization
12:50p - 1:30p	LUNCH: Jessica Kahn: Game Center - Connecting your players			
1:30p - 2:40p	150-Kirby Turner-The Fundamentals of iPad Programming	150-Brian Robbins-Building a Non-Hit Driven Business, 6 months later	250-Collin Donnell-Blocks and Grand Central Dispatch	300-Serban Porumbescu-Visualizing Music with FMOD and OpenGL.
2:50p - 4:00p	250-Josh Clark-Designing for Touch: Mobile Design Is Industrial Design	200-Jim McKeeth-Advanced Data Infrastructure	Mike Schneider-Legal Issues in iPhone Development	275-Danton Chin-Concurrency with GCD and Blocks
4:10p - 5:20p	100-Ken Yarmosh-"Think First, Code Later (Panel)			
Evening Reception Sponsored By: Push.io				
Wednesday				
10:00a - 11:10a	Community General Session			
11:20a - 12:30p	200-Matt Martel-Using an Ad Mediation Layer (AdWhirl, or Mobclix)	250-Brandon Alexander-Making Interface Builder work for you	100-Henry Balanon-iOS development tips and tricks and convenient code libraries that save you time	Nathan Eror-Practical UIKit: Creating Custom Views and Components
12:30p - 1:30p	LUNCH			
1:30p - 2:40p	225-Jiva DeVoe-Classes - Better Living Through Customization	Dan Burcaw-Insanity Now, Serenity Later: Developing Apps for Professional Sports.	200-Jim McKeeth-Multi-Tier with RemObject's Data Abstract	250-Josh Clark-iPad Design Headaches: Take Two Tablets, Call Me in the Morning
2:50p - 4:00p	100-Hendrik Kueck-Effectively using videos to explain and market your app	200-Jen Harvey-The Reluctant Sysadmin:Managing the Server-side of a Client/Server iPhone App	Dave Wiskus - Design for Developers	200-Tom Harrington-Core Data Performance Tuning
4:10p - 5:20p	PANEL / General Session - Jay Freeman			