

Legend	Hands-On = Orange	Business of iPhone = Yellow	Sights, Sounds, and Interactions =	Development Tips and Tricks = Blue
<b>Sunday</b>				
9:00a - 12:00p	Kendall Gelter - Adv Debugging & xCode Customization	150 - Joe Keeley - Intro to Quartz 2D	Kevin Whinnery - Appcelerator Hands-On with Titanium	300 - Chris Hughes - iPhone symbiotic hardware. Extending the iPhone via bluetooth and the dock.
1:00p - 5:00p		Build Native Smartphone Apps with Rhodes	Appcelerator Hack Lab	
<b>Monday</b>				
8:30a - 9:50a	Keynote - David Whatley			
10:00a - 11:20a	200 - Oz Michaeli - Use what you already know about Flash to make kick ass Objective-C & OpenGL iPhone apps	200 - Noel Llopis - All You Wanted To Know About Mixing OpenGL with UIKit (And More)	200 - Adam Blum - Best Practices in Enterprise Smartphone Apps	Joe Pezzillo & Jeff Biggus - iPhone Open Source Smorgasbord
11:30a - 1:00p	LUNCH - Brightcove Presentation			
1:00p - 2:20p	200 - Robert Strojan - iPhone Audio Lab	150 - Brent Simmons - Best Practices for Developing Content Apps	200 - Rod Strougo - Creating a Physics Game in 40 minutes with Cocos2D and Box2D)	200 - Brian Robbins - Building a non-hit driven business in a hit-driven world
2:30p - 3:50p	225 - Owen Goss - Improv Prototyping: Creating a Game in 80 Minutes	100 - Michael Schneider - Legal Issues in iPhone Development	200 - Jonathan Saggau - I can has coverflow? Exploring third party libraries that closely mimic Apple's UI.	Kedric - Monetizing Applications – Mobile Advertising for iPhone - Smaato (Sponsored Spot)
4:00p - 5:20p	Saurik - Data Analysis of the Mobile Market: Lessons Learned			
<b>Tuesday</b>				
8:30a - 9:50a	Panel - Henry Balanon			
10:00a - 11:20a	200 - James Eberhardt - Using Flash CS5 to Build iPhone Apps	200 - Brian Robbins - User Input in a multi-touch, accelerometer, location aware world.	300 - Jonathan Saggau & Jonathan Blocksom - Augmented Reality on the iPhone	200 - Nitin Chitkara - The Science of Making a Successful Free App
11:30a - 1:00p	LUNCH - Panel - Peter Farago & Co. Talking about Discovery		Skyhook Wireless (Sponsored)	
1:00p - 2:20p	200 - Nathan Eror - Harnessing Core Animation	Keith Shepherd - Advanced OpenGL Optimization	200 - Jakob - Improving user engagement with OpenFeint: Deep Integration Tips (Sponsored Session)	200 - Ashley Streb - Unlocking the Video Potential of the 3GS
2:30p - 3:50p	200 - Michael Margolis & Ramon Yvarra - Designing iPhone Apps for Brands	100 - Jason Citron - Selling more games using OpenFeint: How Aurora Feint helps other indies succeed	100 - Lindsay Giachetti - Working with Designers: a Session for Developers (and iPhone Curious Designers)	100 - Dave Wiskus and Brad Ellis - Core Elegance: Making Awesomer Apps
4:00p - 5:20p	150 - Saul Mora - Unit Testing that Doesn't Suck	100 - Mike Berg - How to make an iPhone game without knowing how to code	Scott Janousek & Evan Kirchoff - iPhone App Development with Corona SDK	100 - Scott Kveton - Pushing Porn: Trends in Mobile App Development (sponsored Session)
<b>Wednesday</b>				
8:30a - 9:50a	General Session - Mike Lee			
10:00a - 11:20a	200 - Marcus Zarra - iPhone Data Synchronization	150 - Julio Barros - Native vs Web - Can't we just get along?	Natalia Luckyanova - Making a Living on the App Store	Joe Pezzillo - Top 10 Cocoa Tips & Tricks for (New) iPhone Developers
11:30a - 1:00p	LUNCH - Triple Point - Chis Heintz - iPhone game PR 101			
1:00p - 2:20p	200 - Kirby Turner - Building Web Service Powered iPhone Apps	150 - Collin Donnell - Paper Prototyping, or, how to talk to a graphic designer (if you have to)	300 - Chris Adamson - Core Audio: Don't Be Afraid to Play it LOUD!	200 - Dan Burcaw - The Second Wave: Enterprise Apps
2:30p - 3:50p	200 - Mark Johnson & Rob Hunter - Marketing Focus for Facebook: Customer Development for Indie Developers	200 - Ashley Streb - Building iPhone Applications in a Team Environment	350 - Michael Gile - "Hello Michael: talking to your car with the External Accessory Framework and a Made for iPhone device"	100 - Jeff Haynie - Use Open Standards to Develop for Multiple Platforms at Once
4:00p - 5:20p	Panel - Kendall - iPad talk			