CONFERENCE FRIDAY 20th NOVEMBER

	09.00-09.30 Doors open / Networking breakfast		

KEYNOTE	**09.30** 10.10	Room BL27.0.1	Opening by Codemotion
		ON STREAMING Room BL27.0.2	KEYNOTE IBM From old to new IBM, leading to cognitive era – Frédéric Lavigne (IBM)
	10.15 11.00	Room BL27.0.1	KEYNOTE MOTIVATIONAL A programmer is... - Birgitta Boeckeler (ThoughtWorks)
		Room BL27.0.2	KEYNOTE METHODS Quality is a variable - James Higgs (ustwo)

	11.00-11.20 Networking coffee in the Sponsor Area - Coffee & pitch in the Startup Area								

	Room BL27.0.1	Room BL27.0.2	Room BL27.0.5	Room BL27.0.6	Room BL27.0.7	Room BL27.1.2	Room BL27.1.3	Room BL27.1.4	Room BL27.1.5
11.20 12.00	# USER EXPERIENCE Building stronger teams for better user experience Lily Dart (Freelance)	# FRONT-END The Step After Styleguides Ben Scott (BBC)	# MOBILE Supercharge your App business with AdMob Francesco Bonatesta (Google), Gilberto Cocchi (Google)	# BIG DATA Real World Use Cases: Hadoop and NoSQL in Production Tugdual Grall (MapR Technologies)	# MOBILE TDD per Android Matteo Vaccari (ThoughtWorks)	# CODELAB # METHODS Developers vs. Managers Jacopo Romei (Onebip)	# SECURITY Continuous Security: ZAP your security issues now! Carlo Bonamico (NIS s.r.l.), Gabriele Guasco (NIS s.r.l.)	# MOBILE Having fun with cradboards, nerf guns, tango and VR. Ran Nachmany (Google), Alfredo Morresi (Google)	# STARTUP Operating a global infrastructure Gianluca Varisco (Rocket Internet SE)
12.10 13.10	# USER EXPERIENCE In Defense of the Floppy Disk: The Vocabulary of the Interface Lis Pardi (Digitas Health)	# SECURITY L'ecosistema della scena Hacker Stefano Chiccarelli (Quantum Leasp s.r.l.)	# CLOUD FIWARE Primer - Learn FIWARE in 60 Minutes Federico Michele Facca (CREATE-NET)	# MAKERS / IoT Intel IoT: 'Make Everything Smart' Francesco Baldassarri (Intel Corporation)	TAKE A BREAK		# DEVOPS Secure Continuous Delivery - Sicurezza e DevOps a supporto della Digital Transformation Domenico Maracci (CA Technologies), Stefano Sali (CA Technologies)	# GAME DEV Platformer 2D: jumping from XNA to Unity Paolo Cattaneo (Raven Travel Studios)	# STARTUP Start-up & API Economy: opportunità e benefici Alexio Cassani (Stentlé)

	13.10-14.10 Take your Codemotion Lunchbox!								
14.10 14.40	# ARCHITECTURE Building the world's largest grocery site in React Robbie McCorkell (Red Badger)	# DEVOPS Alert overload: How to adopt a microservices architecture without being overwhelmed with noise Sarah Wells (Financial Times)	# DEVOPS TestOps - Chasing the White Whale Ioana Serban (eBay)	# CODELAB # ARCHITECTURE Be aware!!! Build a Context Aware Application using FIWARE Attilio Broglio (Create-net)	TAKE A BREAK	# MOBILE Essential Tools for Mobile-Aware Web Professionals Luca Passani (ScientiaMobile)	#SECURITY OWASP for Developers Matteo Meucci (Minded Security)	#GAME DEV F#, not a game!!! Andrea Magnorsky (Digital Furnace Games)	# STARTUP Be a designer in the start-up world Emanuela Damiani (HitFox Group)
15.00 16.00	# SECURITY The Dark Side of Malware Analysis Andrea Pompili (Mine)	# FRONT-END Trophy Winning Teams Adam Onishi (dxw)	# SERVER-SIDE Costruire applicazioni Real-Time con Polymer e Firebase Michel Murabito (Google)		# METHODS Continuous Delivery su progetti Java: cosa abbiamo imparato facendoci del male Pietro Di Bello (XPeppers), Paolo D'Incau (XPeppers)	TAKE A BREAK	# MOBILE The new Mobile Challenge: Offline-Enablement for Web Applications Christiane Kurz (SAP SE)	# GAME DEV Procedural Content Generation with Unity Pier Luca Lanzi (Politecnico di Milano), Michele Pirovano (Politecnico di Milano)	# STARTUP HOW TO DEFEAT FEATURE GLUTTONY Kasia Mrowca (Self employed)

	16.00-16.20 Networking coffee in the Sponsor Area - Coffee & pitch in the Startup Area								
16.20 17.00	# USER EXPERIENCE How to Avoid Being Creepy and Design for Trust Michael Boeke (Synap)	# MOTIVATIONAL The talents we have Tobias Tom (succont)	# MOTIVATIONAL How I made a career in the Tech industry writing horrible code Luca Sartoni (Automattic)	TAKE A BREAK	# FRONT-END Protractor styleguide Carmen Popoviciu (ING)	# METHODS JS tests like a PRO Adam Klein (500Tech)	#ARCHITECTURE No-Backend Web Architecture Daniele Dellafiore (StartMiUp)	# INNOVATION VR e applicazioni B2B Luca Marchetti (Studio Evil)	# STARTUP Startup, tutti i miei sbagli Andrea Pastore (Heliac Technologies)
17.10 17.50	# BIG DATA From Big Data to Fast Data: Apache Spark Stefano Baghino (DATABIZ srl)	# MOBILE Use Ionic framework to develop mobile application Lucio Grenzi (freelance)	# LANGUAGES Is WebAssembly the killer of JavaScript Boyan Mihaylov (Unipension)	TAKE A BREAK	# CLOUD Wordpress gestione delle installazioni e scalabilità con Docker Gianluca Arbezzano (Corley SRL)	TAKE A BREAK	# SECURITY A Multi Layered Approach to Threat Intelligence Paolo Passeri (OpenDNS)	# FUNCTIONAL PROGRAMMING Time Travel for game development with Elm Claudia Doppioslash (Starship)	TAKE A BREAK

	18.00-18.40 Networking beer								

CONFERENCE FRIDAY 21st NOVEMBER

		09.00-09.30 Doors open / Networking breakfast

KEYNOTE Room BL27.0.1 ON STREAMING Room BL27.0.2	**09.30** 10.10	Opening by Codemotion
		KEYNOTE PAYPAL The Operating System of Payments: UX and Security in Modern Apps - Joe Nash (Braintree)
		KEYNOTE HP Big Data - from theory to practice with the simplicity of HPE HAVEN-on-demand - Guido Pezzin (HP Enterprise)
	10.15 11.00	KEYNOTE LANGUAGES Coding and Dreaming with PHP for over 20 years - Rasmus Lerdorf (Etsy Inc.)

11.00-11.20 Networking coffee in the Sponsor Area - Coffee & pitch in the Startup Area

	Room BL27.0.1	Room BL27.0.2	Room BL27.0.5	Room BL27.0.6	Room BL27.0.7	Room BL27.1.2	Room BL27.1.3	Room BL27.1.4
11.20 12.00	# SECURITY DevOoops (Increase awareness around DevOps infra security) Gianluca Varisco (Rocket Internet SE)	# ARCHITECTURE Explorations in Cooperative, Distributed Systems with Uber's Ringpop Jeff Wolski (Uber)	# USER EXPERIENCE UX for Developers. Seriously! Agnieszka Naplocha (Adobe)	# BIG DATA How to use HP HEAVEN-on-demand functions for Big Data apps Gianluigi Viganò (HP Enterprise)	# CLOUD Docker: Why, What, and For What? Adrian Mouat (Container Solutions)	# CODELAB Women super code lab – Improve your skills with TDD Pair Programming code session Manuela Munaretto (XPeppers), Gabriele Lana (CleanCode), Filippo Liverani (XPeppers)	# MAKERS / IoT Robotics for JS Julian Cheal (Oracle)	# GAME DEV The evolution in the design of FATAL ERROR Ciro Continisio (Tiny Colossus)
12.10 13.10	# LANGUAGES Handling Millions of Concurrent Users with Erlang/OTP Manuel Rubio (Altenwald Solutions, S.L.)	# FRONT-END CSS3 Layouts: Flexbox vs CSS Grid Sara Vieira (Kaymu)	# BIG DATA Events storage and analysis with Riak at Booking.com Damien Krotkine (Booking.com)	# CLOUD IBM Bluemix: The Cloud APP revolution Frédéric Lavigne (IBM), Lavigne Frederic (IBM)	# LANGUAGES Perché nel 2015 parliamo ancora di C++? Marco Arena (Webshell)		# LANGUAGES The LISP in the Machine: Real-time data with Clojure and Kafka Joe Nash (Braintree)	# GAME DEV Mobile senza Unity: il caso SBK Giuseppe Navarria (Digital Tales)

13.10-14.10 Take your Codemotion Lunchbox!

14.10 14.40	# LANGUAGES Speeding up the Web with PHP 7 Rasmus Lerdorf (Etsy Inc.)	# MOBILE Android Wear iBeacon development Kseniia Shumelchyk (SoftServe)	# MOBILE Swift and the future of iOS app development Chiara Chiappini (Google)	#CODELAB # CLOUD Lab Handson: Cloud – Build a Microservices System with Bluemix	# MOBILE Red Hat Mobile: Accellerate Mobile Development and Integration Filippo Calà (Red Hat)		# ARCHITECTURE Monet: a NodeJS enterprise system for IoT and Energy Management Matteo Murgida (Siemens S.p.A.)	# INNOVATION Game design as a self-transformative practice Stefano Gualeni (University of Malta)
15.00 16.00	# FUNCTIONAL PROGRAMMING The Magic of Elixir Gabriele Lana (CleanCode)	# MOTIVATIONAL Remote working per un imprenditore, istruzioni all'uso Francesco Fullone (ideato)	# DEVOPS Vagrant for real Michele Orselli (Ideato)		# LANGUAGES Comparing different concurrency models on the JVM Mario Fusco (Red Hat)		# INNOVATION Hit him harder! The revenge of the technological rugby player Andrea Maietta (Frankenstein Garage), Paolo Sale (AS Rugby Milano)	# GAME DEV InvaderGames - Dalle Game Jam al Giappone Michele Giannone (InvaderGames)

16.00-16.20 Networking coffee in the Sponsor Area - Coffee & pitch in the Startup Area

16.20 17.00	# FRONT-END Da Angular a React - Un viaggio inaspettato Salvatore Laisa (ContactLab)	# MOBILE The Little Shop of TDD Horrors Giorgio Natili (McGraw Hill Education)	# CLOUD The AutoScout24 Technology Change - crazy or trendsetting? Simon Hohenadl (AutoScout24)	# FRONT-END Da Angular a React - Un viaggio inaspettato Salvatore Laisa (ContactLab)	# METHODS Lean Frontend Development Matteo Guidotto (True Blue), Marco Solazzi (AQuest)	# ARCHITECTURE Designing Microservices based systems Thiyagu Palanisamy (ThoughtWorks)	# MAKERS / IoT Windows 10 IOT Core Mirco Vanini (Proxima Software)	# GAME DEV Storytelling in games is (not) the new black Matteo Pozzi (We Are Müesli) Storytelling in games is (not) the new black Game Dev Matteo Pozzi (We Are Müesli)
17.10 17.50	TAKE A BREAK	# BIG DATA Graphs are everywhere! Andrea Iacono (JUG Milano)	# REACTIVE PROGRAMMING Reactive Extensions (Rx) 101 Tamir Dresher (CodeValue)	# BIG DATA Graphs are everywhere! Andrea Iacono (JUG Milano)	# MOBILE It's time to go Native! (with JavaScript and React Native) Gianluca Esposito (System Management)	# DEVOPS Docker 101 Luciano Fiandesio (Credit Suisse)	# MAKERS / IoT An Adventure with ESP8266 firmwares and IOT Andrea De Gaetano (Darts Engineering)	# GAME DEV Why You Should Start Making Games Right Now Marina Rossi (Game Happens), Federico Fasce (Game Happens!)

18.00-18.20 Room BL27.0.1

CLOSING KEYNOTE AND LOTTERY! Prizes: Intel Edison and a Developer Kit by Intel and a Star Wars Remote Control BB-8 Droid by Codemotion

18.20-19.00 Networking beer