

## Monday, October 25, 2010

9:30 am - 11:30 am	General Session: Welcome to the Revolution
2:00 pm - 3:00 pm	Building "Plants vs. Zombies" in Flash
3:30 pm - 4:30 pm	Flash Sneak Peak: A Glimpse at the Future
5:00 pm - 6:00 pm	Quick as a Flash
8:00 pm - 10:00 pm	Meet the Teams

## Tuesday, October 26, 2010

8:30 am - 9:30 am	Flash, Flex, HTML5: Ouch, My Head Hurts!
10:00 am - 12:00 pm	General Session: User Experience: The Next Generation
1:30 pm - 2:30 pm	HTML5: Half-baked, Baked, or Ready for the Table?
3:00 pm - 4:00 pm	Building P2P Multiplayer Games
4:30 pm - 5:30 pm	Debugging, Profiling, and Testing Applications in Flash Builder
6:00 pm - 8:00 pm	Sneak Peeks

## Wednesday, October 27, 2010

8:00 am - 9:00 am	Making Your Flash Application Extendable by Others
9:30 am - 10:30 am	Deep Dive into Flash Player Rendering
11:00 am - 12:00 pm	Flash Player 3D Future
1:30 pm - 2:30 pm	Performance Tips and Tricks for Flex and Flash Development
3:30 pm - 4:30 pm	Flex/ActionScript 3.0 Architecture and Dependency Injection Frameworks Overview
5:00 pm - 6:00 pm	New 3D Features for Flash