

Day 1

08:00 - 09:00 Breakfast

09:00 - 09:30 Opening Address - Josefiene Pertosa

09:30 - 10:30 Haxe 4: What's New - Aleksandr Kuzmenko

10:30 - 11:00 Titan : Macro-Powered FFI for Haxe/LuaJit - Justin Donaldson

11:00 - 11:30 Coffee Break

11:30 - 12:30 Declarative UI Programming - Juraj Kirchheim

12:30 - 13:30 Lunch Break

13:30 - 15:30 Declarative UI Programming (Workshop) - Juraj Kirchheim

15:30 - 16:00 Coffee Break

16:00 - 17:00 XhX - 10 Years of Haxe - Hugh Sanderson

18:00 - 21:00 Conference party at the Copperworks Distilling Company

Day 2

08:00 - 09:00 Breakfast

09:00 - 10:00 OpenFL Next - Joshua Granick

10:00 - 11:00 Audio Development with Haxe - Thomas J Webb

11:00 - 11:30 Coffee Break

11:30 - 12:30 Why I'm Building a Database Engine Using Pure-Haxe - Ryan Davis

12:30 - 13:30 Lunch Break

13:30 - 15:30 OpenFL Interactive - Joshua Granick

15:30 - 16:00 Coffee Break

16:00 - 16:30 Building Giffon with Serverless and Haxe - Andy Li

16:30 - 17:00 Scaling Well With Others - Adam Breece

17:00 - 19:00 FlowPlay Happy Hour

Day 3

08:00 - 09:00 Breakfast

09:00 - 11:00 Introductory Haxe Workshop - Andy Li

11:00 - 11:30 Coffee Break

11:30 - 12:30 Retooling the Lime Stack to Embed an OpenFL App into a .NET Control - David Hamiter and Alex Rothman

12:30 - 13:30 Lunch Break

13:30 - 14:30 forGL: Any Language Does Computer Programming - Randy Maxwell

14:30 - 15:00 Closing Address - Josefiene Pertosa

15:00 - 17:00 Open Discussions / Panels