Time		Given Name	Family Name	Туре	Session Topic	Abstract of talk or project			
Saturday	y March 14								
	9:00 AM	Registration and Breakfast Snack							
	10:00 AM	Sherman	Chen	Workshop of 1 hour		The talk will be to share with other IT professionals and developers how they can leverage on Kendo Ul's free core framework to create web & cross-platform applications that have better user experience for their target consumers or business clients. We will be looking into some of the core features and functionalities and some of the practical uses for Kendo Ul in real world application scenarios. We will be sharing some look at the coding level applications, examples, and also answer Q & A at the end of the session.			
	10:55 AM	Italo	Vignoli	Workshop of 1 hour	MIgrating to LibreOff	LibreOffice is a free office suite, with a full feature set. As s			
	11:50 AM	Group	Photo	Photo Session	Group Photo	Group Photo at Blk71			
	12:00 PM	Lunch			Break				
	1:00 PM	Sean / Bunnie	Cross / Huang	Workshop of 1 hour	Tech Meets Open Hardware"	We will go over some concepts about our platform, based on the Mediatek MT6260. After some brief discussion about the legal and IP landscape, Sean will demonstrate how to hack phones and our own designs. Users with Linux laptops can follow along, we will bring a limited number of phones so people can play around with them. We do expect the phones back at the end of the workshop, we're not giving them way, just loaning them for the workshop duration.			
	1:30 PM								
	2:00 PM	Mar	Canet	Workshop of 1 hour	OpenKnit	Workshop and Meetup about knitting machines and digital production in the garment and textile industry.			
	2:30 PM					production in the garment and textile industry.			
	3:00 PM								
	3:30 PM	Gilles	Gravier	Workshop of 1 hour	business model to keep your company alive	Choosing a business model is what will ensure revenue for your company, revenue that is vital to long term survival. There are several ways to make money from what is essentially perceived as free products. We will have a look at the various business models based on different means to make your product available to your customers. Choosing the right license for your project, as well as for code you incorporate into your project can be the life, or death (by lawyer) of your company. We will look at the various categories of licenses available to pick from, how you select the best one for your project, and what the implications are. License and business model are intimately linked, and one can often influence the other. This talk will cover both in perspective one of the other.			
	4:00 PM					This talk will cover bout in perspective one of the other.			
	4:30 PM	End							
Sunday	y March 15 10:00 AM	Priyank	Shah	Workshop Talk of 25 minutes	Adopting Agile with Workshop	Adopting Agile with Workshop. Please find initial presentation hosted at http://www.slideshare.net/priyank17/adopting-agile-via-continuous-improvement-with-workshop			
						 Agile Overview. Scrum Overview. Applicability/need/Usage of scrum. Each artifacts of Scrum & all meeting. Real challenges of Scrum Estimation technique (Poker, Animal, T-Shirt Estimations) Measurement using burn down chart. Tools In market. Workshop on sample project face real situation and challenges during the workshop. Q & A 			
	10:30 AM	Julien	Lavergne	Workshop Talk of 25 minutes	Create your own distribution	 Agile Overview. Scrum Overview. Applicability/need/Usage of scrum. Each artifacts of Scrum & all meeting. Real challenges of Scrum Estimation technique (Poker, Animal, T-Shirt Estimations) Measurement using burn down chart. Tools In market. Workshop on sample project face real situation and challenges during the workshop. 			
	11:00 AM		Lavergne		Create your own distribution Functional Programming with Haskell for the OO Programmer	1. Agile Overview. 2. Scrum Overview. 3. Applicability/need/Usage of scrum. 4. Each artifacts of Scrum & all meeting. 5. Real challenges of Scrum 6. Estimation technique (Poker, Animal, T-Shirt Estimations) 7. Measurement using burn down chart. 8. Tools In market. 9. Workshop on sample project 10. face real situation and challenges during the workshop. 11. Q & A This talk is about how, and why you want to create your own distribution. It will present different ways to to do it (with different tools and based distribution), different use cases (distribution or a specific country, showcase for a specific application), and some examples with Lubuntu			
			Ğ	minutes '	Create your own distribution Functional Programming with Haskell for the OO Programmer	 Agile Overview. Scrum Overview. Applicability/need/Usage of scrum. Each artifacts of Scrum & all meeting. Real challenges of Scrum Estimation technique (Poker, Animal, T-Shirt Estimations) Measurement using burn down chart. Tools In market. Workshop on sample project face real situation and challenges during the workshop. Q & A This talk is about how, and why you want to create your own distribution. It will present different ways to to do it (with different tools and based distribution), different use cases (distribution for a specific country, showcase for a specific application), and some examples with Lubuntu as a base. Haskell is an obscure language in comparison with other popular languages/frameworks like python/django, ruby/rails, javascript/nodejs etc; and is usually not considered in 'mainstream' start-up projects. I decided to take a look and found it an impressive language that I am comfortable using, for a new production app in my company. Our current app uses golang for the API backend. I would like to share my experiences (and pain: -p) learning the language and why I am happy with it as our API backend for a new app. This session is a compressed learn-and-hands-on session with code examples. Talk participants will be guided with hands-on coding so as to understand Haskell's type system (built-in types and user-defined types), type classes and the O-ever-so- 			

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1:00 PM	Harish	Pillay	Workshop 2 hours	Secure E7y Nomadic Toolbox	Secure E7y Nomadic Toolbox is an emergency toolbox to set up a local Internet.	
1:30 PM						
2:00 PM						
2:30 PM						
3:00 PM	Anish / Praveen	Patil / Kumar	Workshop of 1 hour	Build Your First RPM and Contribute to GNOME	A technical workshop for beginners that would like to build a RPM package from their own software or from software they like and use. It also covers the basics and gives useful hints to avoid common mistakes and adds recommendations about optimized build environments for reproducible results. Additionally there will be a live RPM packaging demonstration for a small software including the possibility for participants for a practical exercise by packaging another small software as RPM. The workshop will also include an overview of the GNOME community structure, collaboration practices, and ways to start contributing. After that, established GNOME contributors will help participants work their way through the newcomers tutorial which teaches the process and the tools for downloading the code for a GNOME module, testing the module locally, submitting a bug report, and providing a fix for a bug. https://wiki.gnome.org/Events/NewcomersWorkshop Depending on participants interest and time persists there is also the chance to learn about 118n in your code.	
3:30 PM						
4:00 PM	Archy	Wilhes	Talk/Workshop of 25 minutes	When entangled Schrödinger's cats meet prime factorization	On quantum Turing machine, qubits, quantum gates, and how prime factorization can be efficiently done using Shor's algorithm.	
4:25 PM	Hong Phuc / Mario	Dang / Behling	Talk	Wrap up	See you 2016!	
4:35 PM	End					
5:00 PM	Hackerspace	Singapore	Meetup and Hacking		Address: Hackerspace, 344B King George's Avenue, Singapore 208576	
Venue	NUS Plug-In@Blk71		Address	71 Ayer Rajah Crescent, #02-18, Singapore 139951 Telephone: +65 6874 129		
Room	Yellow Room http://www2.blk71.com http://gothere.sg/maps#q:13995 1,loc:1.296819%2C103.786771, z:18		How to get here			
Link				Alight at One North MRT. Go up on the escalator to Ground floor level and exit at Fusionopolis. Walk over the street towards Blk71 and enter the building. On the first floor you find Plug-In at #02-18.		
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