Time	Given Name	Family Name	Company, Organization, Project or University	Type of Proposal	Topic or Name of proposed talk, workshop or project	Abstract of talk or project
Saturday March 14						
9:00 AM	Registration and Breakfast Snack					
10:00 AM	Sherman	Chen	Xdev (Asia Pacific)	Workshop of 1 hour	Kendo UI: Building for User Experience	The talk will be to share with other IT professionals and developers how they can leverage on Kendo UI'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 UI 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.
10:30 AM						
11:00 AM	Sean / Bunnie	Cross / Huang	Novena	Workshop of 1 hour	Open Hardware and Novena (Bunnie Huang, xobs)	Workshop on Open Hardware and Novena (Bunnie Huang, xobs)
11:30 AM						
12:00 PM	Lunch					
1:00 PM	Sean / Bunnie	Cross / Huang	Novena	Workshop of 1 hour	Open Hardware and Novena (Bunnie Huang, xobs)	Workshop on Open Hardware and Novena (Bunnie Huang, xobs)
1:30 PM						
2:00 PM	Mar	Canet	Knittic	Workshop of 1 hour	OpenKnit	
2:30 PM						
3:00 PM						
3:30 PM	Gilles	Gravier	ID Quantique	Workshop of 1 hour	Choosing the right license and 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						
4:30 PM	End					
Sunday March 15						
10:00 AM						
10:30 AM						
11:00 AM	Calvin	Cheng	Algo Access Pte. Ltd.	Workshop of 1 hour	Functional Programming with Haskell for the OO Programmer	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-complicated monads :-).
11:30 AM						
12:00 PM						
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	Red Hat	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 i18n in your code.
3:30 PM						
4:00 PM	Paola	Di Maio	Community Tech Labs	Workshop of 1 hour	WIFI and Hackerspace in a Box for Rural Asia	Project: to create a tookit to assist the deployment of community wifi networks hackerspaces and community 3D printers across Asia, partnering with existing providers and citizens' communities and networks
4:30 PM	End					
5:00 PM	Hackerspace	Singapore		Meetup and Hacking		