

# Schedule

Sunday 30 July

	Turing	Hopper
10:00	<b>Modern JavaScript in GNOME</b>  Philip Chimento	<b>The inbetweens — why transitions matter</b>  Jakub Steiner
10:30	<b>What's Coverity static analysis ever done for us?</b>  Philip Withnall	<b>Building interfaces from the future</b>  Tobias Bernard
11:00	Break	
11:30	<b>Recipes - Lessons learned from creating a new app</b>  Matthias Clasen & Emel Elvin Yildiz	<b>Building a secure desktop with GNOME technologies</b>  Matthew Garrett
12:15	<b>GNOME Build Strategies and BuildStream</b>  Tristan Van Berkom	<b>Robustness of GNOME</b>  Jonathan Kang & Ching kai Chu
13:00	Lunch	
14:00	<b>Bringing GNOME home to Ubuntu</b>  Tim Lunn	<b>Flatpak and KDE, and the status of Qt integration in GNOME</b>  Jan Grulich & Martin Briza
14:45	<b>On mice, touchpads and other rodents</b>  Peter Hutterer	<b>Ressurecting dinosaurs, what can possibly go wrong</b>  Richard Brown
15:30	Break	
16:00	<b>Open Talk #3</b>	<b>Open Talk #4</b>
16:45	<b>How to get better milage out of Glade</b>  Juan Pablo Ugarte	<b>Ding dong, GdkWindow is dead</b>  Carlos Garnacho
17:15	<b>Lightning Talks &amp; Closing</b>	

Abstracts for all talks can be found at [guadec.org/schedule](https://guadec.org/schedule)