RCon3 Agenda-Day Two September 6,2018

7:30-8:30	Registration				
8:30-9:00	Welcome				
9:00-10:00	RSong—the future of sound—Demo 2—Greg Meredith				
10:00-10:15	Break				
	Track 1—Room C 01 RChain blockchain and platform	Track 2—Room B 05 DApp development on the RChain platform	Track 3—Room B 09 Blockchain technology and business	Track 4—Room B 07 Academic	Track 5—Room B 01 Hackerspace
10:15-11:15	Test net performance testing and Q&A Medha Parlikar & Michael Birch		LifelD (30 minutes) Chris Boscolo Proof (30 minutes) Luigi DeMeo	K framework and type theory Mike Stay & Derek Sorensen	Scala team available
11:15-11:30	Break				
11:30-12:30	Test net performance testing and Q&A Medha Parlikar & Michael Birch	Cryptofex: An IDE for blockchain developers Alpheus Madsen & Justin Meiner	Open space conversation: The future of the internet and blockchain 3.0 Greg Meredith	Advanced Topics in Rholang: Spatial Matching and Unforgeable Names Kyle Butt	Refletive Ventures team available Workshop: Prototyping Rholang smart contracts in the browser Panel: Patrick Kränzien, Ahsan Fazal, & Thomas Schoffelen
12:30-13:30	Lunch				
13:30-14:30	Infrastructure for Rnode operators—monitoring and management of RNodes in your production environment Jeremy Busk	DApp development on the platform Joshy Orndorff	The zoo of decentralized governance: What is a coop to do? Alex Stokes	Casper Vlad Zamfir	Rholang team available Workshop: How to work with the RChain solutions team
14:30-14:45	Break				
14:45-15:45	A journey to functional programming code Pawel Szulc	Working with the RChain test net Pyrofex core dev team: Medha Parlikar, Kyle Butt, Michael Birch, & Sebastian Bach	Lightning talks: Share your idea in 5 minutes or less	The Ma n (th) Behind the Curtain: Uncovering the Research Propelling RChain Jake Gillberg	Cryptofex team available Workshop: Methodically designing token economies Tim Bansemer & Dawid Golebiewski
15:45-16:00	Break				
16:00-17:00 17:00-17:30	Compensated open source: A cooperative, revenue-sharing business model— <i>Glen Braun</i> Closing				

