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09:00 – 09:30	<b>Hitchhikers Session Guide</b> Christian Hassa, Ralph Miarka Warm-Up - F0.01			
09:30 – 09:45	<b>Welcome @ Agile Tour Vienna 2016</b>			
09:45 – 10:45	<b>Awesome Superproblems</b> Luke Hohmann			
10:45 – 10:50	5 Min Break			
10:50 – 11:35	<b>Klaus Leopold</b> Team-Optimierung führt zu schlechtem Unternehmens-Output  	<b>Christopher Hejl Josef Puchinger</b> Continuous Delivery in Complex and Heterogeneous Environments  	<b>Alex Schwartz</b> Does Agile mean we have less time for Testing?  	<b>Andreas Scharf</b> Bugfixing Level III - Performance Boost Gamification  
11:35 – 11:50	Coffee Break			
11:50 – 12:35	<b>Alexander Krause</b> Lean Scrumban-Thinking in der Praxis  	<b>Dirk Rombauts</b> A voyage through BDD in the financial sector  	<b>Philipp Pointner Matyas Bodor</b> From departments to cross-functional teams. A Story.  	<b>Claudia Oster</b> <b>Workshop:</b> "Ein Bild sagt mehr als tausend Worte" - Visualisieren von Anforderungen mit Wireframes  
12:35 – 12:40	5 Min Break			
12:40 – 13:25	<b>Rickard Jones Christoforos Nikitas</b> Large Scale Agile Transformations (in IB): Lessons Learned  	<b>Paul Rohorzka</b> Seeding a Tree in a Gherkin - Setting up Complex Scenarios for Automated Tests  	<b>Vera Gehlen-Baum Bettina Stühle</b> Eine Entdeckungsreise durch die Software – Session Based Testing  	<b>Dan Mircea Suci</b> Maintaining Agile Equilibrium  
13:25 – 14:10	<b>Lunch Break</b>			
14:10 – 15:10	<b>Tribes, Squads, Chapters, &amp; Guilds: Agile at Scale at Spotify</b> Joakim Sundén			
15:10 – 15:15	5 Min Break			
15:15 – 16:00	<b>Gojko Adzic Christian Hassa</b> Impact Mapping with Innovation Games™  	<b>Raoul Holzer David Leitner</b> How the cloud enhances your agile software development  	<b>Buse Özen</b> Turkcell Agile Transformation Story  	
16:00 – 16:15	Coffee Break			
16:15 – 17:00	<b>Maximilian Hantsch-Köller</b> 5 Years of Agile Transition: An Agile Journey  	<b>Joachim Niederreiter</b> Keep "CALMS", DevOps at Cisco  	<b>Roland Germ</b> Unit Tests in Legacy Code: 4 Erfolgsfaktoren  	<b>Peter Ferak Alex Staenke</b> <b>Workshop:</b> Using Innovation Games for Agile Retrospectives at Scale (Workshop)  
17:00 – 17:05	5 Min Break			
17:05 – 18:05	<b>The Pillars of Agile Testing</b> David Evans			

Session Language:  

Level:  Introductory  Intermediate  Advanced