

	F0.01	F0.02	F2.01	F2.03
09:00 - 09:30	Hitchhikers Session Guide Christian Hassa, Ralph Miarka Warm-Up - F0.01			
09:30 - 09:45	Welcome @ Agile Tour Vienna 2016			
09:45 – 10:45	Awesome Superproblems Luke Hohmann			
10:45 – 10:50	5 Min Break			
10:50 – 11:35	Klaus Leopold Team-Optimierung führt zu schlechtem Unternehmens-Output	Christopher Hejl Josef Puchinger Continuous Delivery in Complex and Heterogeneous Environments	Alex Schwartz Does Agile mean we have less time for Testing?	Andreas Scharf Bugfixing Level III - Performance Boost Gamification
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11:35 – 11:50	Coffee Break			
11:50 – 12:35	Alexander Krause Lean Scrumban-Thinking in der Praxis	Dirk Rombauts A voyage through BDD in the financial sector	Philipp Pointner Matyas Bodor From departments to cross-functional teams. A Story.	Claudia Oster Workshop: "Ein Bild sagt mehr als tausend Worte" - Visualisieren von Anforderungen mit Wireframes
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12:35 – 12:40	5 Min Break			
12:40 – 13:25	Rickard Jones Christoforos Nikitas Large Scale Agile Transformations (in IB): Lessons Learned	Paul Rohorzka Seeding a Tree in a Gherkin - Setting up Complex Scenarios for Automated Tests	Vera Gehlen-Baum Bettina Stühle Eine Entdeckungsreise durch die Software – Session Based Testing	Dan Mircea Suciu Maintaining Agile Equilibrium
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13:25 – 14:10	Lunch Break			
14:10 – 15:10	Tribes, Squads, Chapters, & Guilds: Agile at Scale at Spotify Joakim Sundén			
15:10 – 15:15	5 Min Break			
15:15 – 16:00	Gojko Adzic Impact Mapping with Innovation Games™	Raoul Holzer David Leitner How the cloud enhances your agile software development	Buse Özen Turkcell Agile Transformation Story	
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16:00 – 16:15	Coffee Break			
16:15 – 17:00	Maximilian Hantsch- Köller 5 Years of Agile Transition: An Agile Journey	Joachim Niederreiter Keep "CALMS", DevOps at Cisco	Roland Germ Unit Tests in Legacy Code: 4 Erfolgsfaktoren	Peter Ferak Alex Staenke Workshop: Using Innovation Games for Agile Retrospectives at Scale (Workshop)
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17:00 – 17:05	5 Min Break			
17:05 – 18:05	The Pillars of Agile Testing David Evans			





















