	Registration opens (open all day)			
08:00	Coffee and pastries provided			
09:00	Keynote: Richard Sheridan			
10:00	Break Coffee and pastries provided			
10:15	Steve Purkis Kanban in the Kitchen Room - Mont-Bleu	Steffan Surdek Learning by doing at Bell Mobility OSS Room - Jean-Despréz	Mike Bowler Moving Towards Continuous Delivery: Getting there from here Room - Gatineau	Mike Lowery Coaching flow - Moving past resistance Room - Salle des Fêtes
11:15	Break Coffee and pastries provided			
11:30	Annette Lee Agile Metrics - The Good, The Bad and The Ugly Room - Mont-Bleu	Mike Edwards Leading for Change Room - Jean-Despréz	Dave Rooney Continuous Improvement with Root Cause Analysis Room - Gatineau	Ayesha Khan, Jennifer Fraser, and Lina Bonapace One story in three voices: research, design and development Room - Salle des Fêtes
12:30	Lunch - Buffet lunch provided			
01:15	Keynote: Gil Broza			
02:15	Break Coffee and pastries provided			
	Mark Levison Beyond Scrum: Building High-Performing	Ellen Grove and Mike Bowler		
02:30	Organizations – a game for Managers, ScrumMasters and Product Owners Room - Mont-Bleu	Digging in the dirt: unearthing assumptions about organizational & team culture Room - Jean-Despréz	Dave Rooney Emergent Design with Test-Driven Development Room - Gatineau	Ram Srinivasan Large Scale Scrum (LeSS) Room - Salle des Fêtes
02:30	Organizations – a game for Managers, ScrumMasters and Product Owners	unearthing assumptions about organizational & team culture Room - Jean-Despréz	Emergent Design with Test-Driven Development	Large Scale Scrum (LeSS)
	Organizations – a game for Managers, ScrumMasters and Product Owners	unearthing assumptions about organizational & team culture Room - Jean-Despréz	Emergent Design with Test-Driven Development Room - Gatineau	Large Scale Scrum (LeSS)
04:00	Organizations – a game for Managers, ScrumMasters and Product Owners Room - Mont-Bleu Michel Céré Killing Agility One Scrum Master at the Time	unearthing assumptions about organizational & team culture Room - Jean-Despréz Bre Marie-Christine Legault Agile marketing: a new reality! Room - Jean-Despréz	Emergent Design with Test-Driven Development Room - Gatineau eak Glenn Waters 8 (Agile) Testing Success Factors	Sue Johnston Appreciative Agile: Overturning Our Problem Bias
04:00	Organizations – a game for Managers, ScrumMasters and Product Owners Room - Mont-Bleu Michel Céré Killing Agility One Scrum Master at the Time	unearthing assumptions about organizational & team culture Room - Jean-Despréz Bre Marie-Christine Legault Agile marketing: a new reality! Room - Jean-Despréz	Emergent Design with Test-Driven Development Room - Gatineau eak Glenn Waters 8 (Agile) Testing Success Factors Room - Gatineau ose e des Fêtes	Sue Johnston Appreciative Agile: Overturning Our Problem Bias