	Track 1 (Downstairs)	Track 2 (Upstairs)
9:00 - 9:20	Tea and Coffee	
9:20 - 9:30	Intro	
9:30 - 10:00	What does good sound like? *Steven Milne*	Software Testers Are My Favourite People *Linzi Carlin*
10.00 - 10.30	Speed vs Quality - Can you have both? *Jit Gosai*	Navigating performance planning and design *Joseph Batt*
10:30 - 11:00	Break	
11:00 - 12:00	The power and positivity of play in the workplace *Elly Gausden*	Exploring Empathy, A collaborative session *Gem Hill*
12:00 - 13:00	Lunch	
13:00 - 13:30	Communication With Anxiety *Melissa Rocks*	The Scandal *Elliot Thurland*
13:30 - 14:00	How to Test Products and Services Through User Research *Rachel Winter*	How I Approached Testing An AI Chatbot Powered By Natural Language Processing *Emily O'Connor*
14:00 - 14:15	Break	
14:15 - 14:45	The Secret to Exploratory Testing Revealed *Bryan Elder*	Snapshots Through Time *Alyssa Burlton*
14.45 - 15.15	Do you have a minute? A better approach to feedback culture *Clem Pickering*	Learning more about your product and codebase with User Flow Mapping *Colin Wren*
15.15 - 15.30	Break	
15.30 - 16.00	Killer Bugs and How to Squash Them *Leah King & Tracy Archibald*	Building The Test Pyramid for a VR App @ Meta *Ian Thomas*
16:00 - 16:30	Where in the World is Carmen Sandiago	
16.30 - 16.40	Giz us Job Goat	
16:40 - 17:30	Games and Drinks	