



	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? <i>Steven Milne</i>	Software Testers Are My Favourite People <i>Linzi Carlin</i>
10:00 - 10:30	Speed vs Quality - Can you have both? <i>Jit Gosai</i>	Navigating performance planning and design <i>Joseph Batt</i>
10:30 - 11:00	Break	
11:00 - 12:00	The power and positivity of play in the workplace <i>Elly Gausden</i>	Exploring Empathy, A collaborative session <i>Gem Hill</i>
12:00 - 13:00	Lunch	
13:00 - 13:30	Communication With Anxiety <i>Melissa Rocks</i>	The Scandal <i>Elliot Thurland</i>
13:30 - 14:00	How to Test Products and Services Through User Research <i>Rachel Winter</i>	How I Approached Testing An AI Chatbot Powered By Natural Language Processing <i>Emily O'Connor</i>
14:30 - 14:15	Break	
14:15 - 14:45	The Secret to Exploratory Testing Revealed <i>Bryan Elder</i>	Snapshots Through Time <i>Alyssa Burlton</i>
14.45 - 15.15	Do you have a minute? A better approach to feedback culture <i>Clem Pickering</i>	Learning more about your product and codebase with User Flow Mapping <i>Colin Wren</i>
15.15 - 15.30	Break	
15.30 - 16:00	Killer Bugs and How to Squash Them <i>Leah King & Tracy Archibald</i>	Building The Test Pyramid for a VR App @ Meta <i>Ian Thomas</i>
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	