LAST Conference Melbourne 2016 - Thursday

Room

Time	ATC 101	ATC 103	EN 101	EN 102	EN 103	EN 203	EN 204	EN 205	EN 302/303	EN 304	EN 307	EN 313	EN 405	EN 406	EN 413
8.15	Register														
8.45	Opening														
9.15	Lightning talks														
10.00															
10.30		Morning tea													
11.00			Agile is a philosophy. WTF is philosophy?	Decisions in Progress & 20K reasons you should care	We're here, and our testers are there	Bringing Agility to Test Automation	Being Selfsih: Taking "Me time" to grow knowledge	Dealing wth Process Legacy	How does anything emerge from self organizing teams?	Scrum Master a mind-shift not just certification	Lean coffee	Growing great teams	Productive Innovation	The Devops Laboratory, one year later.	Of Heroes and Victims; 'I' vs 'We' vs 'Them'
11.30						It's Full of Stars: Enabling Building, Measuring and Learning with Events	Many teams, one mindset, one goal	Dice Game session: games that technical people play	Mob Programming	Lean into the complexity of leadership		Taking Care with What we Leave Behind	Towards mastery: Establishing craftsmanship culture in a team	Pairing for a better future	What do you want to improve? Scaling/Doing/Being Agile isn't the point
12.00			Microservices: The View from the Peak of Expectations	Principles of Visual Management	Workplaces of the Future: the key is Happiness	Teams! Make War, Not (Only) Love!	Bring your Retrospectives back to life					Office fitouts for Agile teams - The MYOB story			
12.30		Lunch													
1.30			Who says architecture isn't agile?	ScrumMaster Needed - Desperately! Here are 42 Good Reasons Why	The secret superpower of effective leaders	Philosophy, Black Birds, and Testing	The Sunk Cost Fallacy and the Stupid Decisions We Make	Dealing with Dysfunction: Using couples counselling patterns to manage team conflict	Thinner Slices: Elephant Carpaccio exercise	Collaboration Between UX and Engineers with Design Studio	Agile Mind Agile Body - Leadership in Action workshop	Great Business Agility Beyond Delivery Teams is as Simple as 8 key levers	Continuous Delivery with Zero Integration Test	Design Thinking as Systems Thinking: an Innovation Workshop	Visualising Decisions - Integrating Decision Making with Kanban
2.00			Enterprise Continuous Delivery - Fantasy and Realism mashed together, just like Game of Thrones	The 30 psychological truths that lead to agile adoption and its failure	Devops Transformation At Seek: A Four Year Journey		Lean Manufacturing is not like Software Development	Introduction to #NoEstimates (including #NoEstimates game)				YourGrocer; Startup life from the trenches.			
2.30					Tales of UX design from behind the BA veil	Change Lessons Learned - Design and Implementation of a Kanban System For Continuous Improvement & Learning	Time to smash the boundaries: the evolution of an effective agile team			Serverless Architecture: accelerating development			Intro to Lean Change Management		Coaching the team for hypothesis driven product
3.00		Afternoon tea													
3.30		Poster Session	Speak up, and know your worth in the market	Change Management for Dummies - what Agile folks need to know!	People are not resources	Using Session Based Test Management and Rapid Reporter for rapid testing		Rapid delivery through setting expectations (or how compromise is good for business)	Thinking like a hacker	CTO Forum - What's your CTO worrying about?	The Doors of Perception: Japan 2016 - Lean Study Mission (Thu)	Working from the bottom of the backlog			How to diffuse the Mexican standoff: PMO vs Agile Team
4.00			Psychological Safety - foundation of effective collaboration	Systems Thinking for Sustainable Change - Practice Methods	Selecting a software package in a digital, agile world - stop wasting money		The Red Bead Experiment (Thu)	Turning stories into websites			LeanDebate - it's game on competitive debate lean style! Building great teams the fun way.	Empathetic leadership		Agile Musical Chairs	Innovation at Google
4.30					The 5 top tips for getting UX right through user-centred design				A new approach to measure Business Agility			The 5 top tips for getting UX right through user-centred design			
5.00															
5.30	Hawthorn Hotel conversations														

LAST Conference Melbourne 2016 - Friday

Room

Time	ATC 101	ATC 103	EN 101	EN 102	EN 103	EN 203	EN 204	EN 205	EN 304	EN 307	EN 308	EN309	EN 313	EN 405	EN 406	EN 413
8.15	Register											Register				
8.45	Open											Code retreat				
9.15																
10.00	Morning tea															
10.30			Our experience with event sourcing at Aconex	Who says architecture isn't agile?	Decisions-in-progess and 20,000 reason why you should care	Philosophy, Black Birds, and Testing	Teams! Make War, Not (Only) Love!	Strategic Systems Thinking Workshop	Human Cooperation: Leading self, others and change using Virtues Language	Office fitouts for Agile teams - The Nintex story	The heart of Agile.	Code retreat	The Doors of Perception: Japan 2016 - Lean Study Mission	Design Thinking as Systems Thinking: an Innovation Workshop	Making great products: how we use agile in a creative agency	Agile Contracts | Flexibility versus need for contractual certainty
11.00			The recipe for the DevOps secret sauce	Design for One Planet						Why I think a "no blame" culture can be a bad idea	How to kill a standup		Nine Keys to Increasing Competitiveness Through Lean			
11.30			Microservices: The View from the Peak of Expectations	Your Purpose in Just Three Questions	Agile is a Philosophy, WTF is Philosophy?	We're here, and our testers are there	Turning stories into websites		The Red Bead Experiment (Fri)	Agile Innovation and Thinking Like a Startup	Agile Musical Chairs					Change Management for Dummies - what Agile folks need to know!
12.00			Selecting a software package in a digital, agile world - stop wasting money										Get Faster Everywhere; simplify then add lightness		Bring your Retrospectives back to life	We're all individuals! #noresources
12.30	Lunch															
1.30			Make Your Team's Domain Language Truly Ubiquitous with Concept Maps	Game theory for a better world	Scale the enterprise down	The Agile Landscape	Does Coaching pay off?	Enterprise Continuous Delivery - Fantasy and Realism mashed together, just like Game of Thrones	Secure your Tech Interview with these easy steps	Architects' round table	Advancing Agility using Lean Coffee	Code retreat	Speak up, and know your worth in the market	Keep talking and nobody explodes - Games that technical people play	Towards mastery: Establishing craftsmanship culture in a team	The Future of Project Leadership
2.00				How is This Still a Thing? Resource Pools	The Art of Numbers: Using data to direct your startup!	Bringing Agility to Test Automation	Speed?	From feature development team, to full-stack devops team: an AWS Big Data journey.	Working with Humans				Innovation: Beyond the Product			Agile and Minecraft: new ways of teaching project management to tertiary students
2.30		Poster Session	Being selfish: Taking "me time" to grow knowledge.	Do good coding pratices lead to bad org structures?		Scrum Master a mind-shift not just certification					Secret Sauce Game Show		Neuro-Agile: neuroscience in agile coaching		Dealing with Dysfunction: Using couples counselling patterns to manage team conflict	Taking a systems approach to DevOps roadmaps
3.00	Afternoon tea															
3.30		Lighting talks	The Devops Laboratory, one year later.	Principles of Visual Management	Working Rhythm - achieving outcomes in less time	Agile Data Teams	Leadership is an Extreme Sport		The secret superpower of effective leaders	Devops Transformation At Seek: A Four Year Journey			Many teams, one mindset, one goal	Dice Game session: games that technical people play	LeanDebate - it's game on competitive debate lean style! Building great teams the fun way.	Psychological Safety -- foundation of effective collaboration (Day 2)
4.00			It's Full of Stars: Enabling Building, Measuring and Learning with Events			Confessions of a Scrum Mum			Decluttering, decommissioning and the ultimate no	Turn your app ideas into tappable prototypes quickly and easily			Get the courage to change the world, one iteration at a time.			
4.30			Zero downtime deployment using Docker	Our brains are preventing us from being more Agile	Improving software in a discombobulated industry	Requirements - What Requirements? Here's your backlog of User Stories instead.....			"Deadlines" are killing Agile							Intro to Lean Change
5.00																
5.30	Hawthorn Hotel conversations															