

## TORONTO I

## TORONTO II


08:30	<b>REGISTRATION</b>	
9:55 - 10:00	<b>OPENING ADDRESS</b>	
10:00 - 11:00	<b>THE ULTIMATE BRANDING TOOL BOX</b> <i>Johnny Cupcakes</i>	
11:15 - 12:00	<b>DON'T BE AN ASSHOLE, AND OTHER THINGS I'VE LEARNED</b> <i>Jay Grandin</i>	<b>BEYOND THE WATERFALL: RETHINKING HOW WE WORK</b> <i>Maya Bruck</i>
12:15 - 1:00	<b>OUT OF THE BOX</b> <i>Michael Muller</i>	<b>KICKSTARTING YOUR STUPID PROJECT</b> <i>Holly Knowlman</i>
1:00 - 2:15	<b>LUNCH BREAK</b>	
2:15 - 3:00	<b>BEYOND THE LINE</b> <i>Kim Alpert</i>	<b>DESIGN TO THE FUTURE</b> <i>Sarah Groff-Palermo</i>
3:15 - 4:00	<b>STORY-DRIVEN INNOVATION</b> <i>Lance Weiler</i>	<b>PREMIUM AUDIO ON THE WEB</b> <i>Titus Blair</i>
4:15 - 5:00	<b>THE RISE OF EXPERIENTIAL DESIGN: WHAT YOU NEED TO SUCCEED</b> <i>Jason White</i>	<b>EVERYDAY TRANSFORMATIVE POWERS</b> <i>Chrys Wu</i>
5:15 - 6:00	<b>PROLIFIC MINDED</b> <i>Ash Thorp</i>	<b>A MOTION DESIGNER AND DEVELOPER WALK INTO A BAR</b> <i>Eric Decker &amp; Ron White</i>
8:00 - 12:00	<b>LEVEL UP OPENING NIGHT PARTY, THE OPERA HOUSE, 735 QUEEN ST. E.</b>	

## HUB / TOM THOMPSON

2:00 - 6:00	<b>DRAW BY LIGHT</b> <i>Draw By Night Toronto</i>
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## TORONTO III

## CARMICHAEL/JACKSON

	<b>THE B-SIDE</b>	
	<small>PRESENTED BY</small>  <b>INFLUXIS</b>	
	<b>IS LEAN UX AGILE'S BRAIN? HOW LEAN UX FIXES COMMON AGILE CHALLENGES</b> <i>Nick Van Weerdenburg</i>	
	<b>ANIMATION PROTOTYPING: USING AFTER EFFECTS TO PUSH THE WEB FORWARD</b> <i>Ron Edelen</i>	<b>THE COLLECTIVE THROWDOWN</b> <i>David O'Reilly &amp; Ash Thorp</i>
	<b>LUNCH BREAK</b>	
	<b>DOWNTHERABBITHOLE.JS: HOW TO STAY SANE IN AN INSANE ECOSYSTEM</b> <i>Branden Hall</i>	<b>BEAUTY WORKS: AESTHETICS, OBJECTIVITY AND DESIGN</b> <i>Mark Rigley</i>
	<b>FEELING FILMS: THE FUTURE OF TACTILE MEDIA</b> <i>Bob Heubel &amp; Paige Raynes</i>	<b>GAMIFY YOUR LIFE: MY EPIC QUEST OF AWESOME</b> <i>Eric Boyd</i>
	<b>A NEW ERA FOR ANIMATORS</b> <i>Paul Trani</i>	<b>BRINGING THE FUTURE TO LIFE</b> <i>Trevor Haldenby</i>
	<b>I HEARD REACT WAS GOOD</b> <i>Ryan Christiani</i>	<b>THE ESSENTIAL SPACE BETWEEN WORKING AND NOT WORKING</b> <i>Steve Tam</i>
	<b>GO TO REGISTRATION FOR SHUTTLE SCHEDULE</b>	

## POP-UP / CASSON

2:00 - 6:00	<b>DOLBY BROWSER AUDIO SHOWCASE</b> <i>Dolby</i>	2:00 - 6:00
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09:00	<b>REGISTRATION</b>	
10:00 - 10:45	<b>THE UNKNOWN: RUNNING A CREATIVE-DRIVEN BUSINESS</b> <i>Wilson Brown</i>	<b>JUST MAKE STUFF!</b> <i>Catt Small</i>
11:00 - 11:45	<b>FUTURE ARCADES</b> <i>Zander Brimijoin</i>	<b>SKETCH DUET: AN EXPERIMENT IN CO-CREATIVITY</b> <i>Alon Chitayat</i>
12:00 - 12:45	<b>MAKING WORK FOR HUMANS, NOT CONSUMERS</b> <i>Ivan Cash</i>	<b>21ST CENTURY CRYSTAL BALL</b> <i>Sophi Kravitz</i>
12:45 - 2:00	<b>LUNCH BREAK</b>	
2:00 - 2:45	<b>SHIT WILL HIT THE FAN</b> <i>Adrià Navarro &amp; Daniel Scheibel</i>	<b>OPEN SOURCING THE SECRET SAUCE</b> <i>Matt DesLauriers &amp; Mikko Haapola</i>
3:00 - 3:45	<b>OVERDRIVE</b> <i>James White</i>	<b>ALWAYS BEGINNING</b> <i>Keetra Dean Dixon</i>
4:00 - 4:45	<b>5000 FIRST IMPRESSIONS</b> <i>Jared Ficklin</i>	<b>TOUCHDESIGNER AS A PLAYGROUND</b> <i>Markus Heckmann &amp; Greg Hermanovic</i>
5:00 - 5:45	<b>THINGS IMPERFECT</b> <i>Brendan Dawes</i>	
8:30 - 12:00	<b>MONDAY NIGHT PING PONG PARTY, SPIN, 461KING ST. W.</b>	

## HUB / TOM THOMSON

2:00 - 5:45	<b>TORONTO VIRTUAL REALITY REVOLUTION</b> <i>Toronto VR</i>
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## TORONTO III

## CARMICHAEL/JACKSON

	<b>THE B-SIDE</b>
<b>MIGRATING TO ANGULAR 2</b> <i>Rob McDiarmid</i>	PRESENTED BY  <b>INFLUXIS</b>
<b>EMBEDDING COGNITIVE INNOVATION IN DESIGN</b> <i>Graham Churchill</i>	
<b>REAL WORLD DESIGNING AND PROTOTYPING</b> <i>Paul Trani</i>	<b>WHEN CLIENTS BARE IT ALL</b> <i>David Allen</i>
<b>FROM ALL SIDES: AN HONEST CONVERSATION ABOUT WOMEN IN TECHNOLOGY</b> <i>Chen, Mulcahy, Pereyra, Small &amp; Alpert</i> Presented by OMDC	
<b>DOM FEATURES YOU DIDN'T KNOW EXISTED</b> <i>Louis Lazaris</i>	<b>THINGS I LEARNED BUILDING MY FIRST APP</b> <i>Haris Mahmood</i>
<b>CREATIVE CODING WITH REACT &amp; SVG</b> <i>Varun Vachar</i>	<b>UNHOOKED: USING HUMAN-CENTERED PRODUCT DESIGN TO DECONSTRUCT NASTY HABITS</b> <i>Liam Oscar Thurston</i>
	<b>BRINGING A PASSION PROJECT TO LIFE</b> <i>Paul Pattison</i>
<b>SPONSORED BY <i>Degrees</i></b>	

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## CARMICHAEL/JACKSON

09:00	<b>REGISTRATION</b>	
10:00 - 10:45	<b>THE POWER OF PLAY IN EXPERIMENTAL DESIGN</b> Claudia Chagüi De León	<b>TITLES OR GTFO: 100 YEARS OF TITLE DESIGN IN FILM, TV, AND BEYOND</b> Lola Landekic & Will Perkins
11:00 - 11:45	<b>ACCUMULATIONS</b> Nicholas Felton	<b>DEFYING DEFINITION: THE PATH TO ESCHEWING TRADITIONAL DESIGN GENRES</b> David Lehman
12:00 - 12:45	<b>(RE)ALIGNING THE WAY 400,000 PEOPLE THINK</b> Adam Cutler 	
12:45 - 2:00	<b>LUNCH BREAK</b>	
2:00 - 2:45	<b>THE DOOR IS ALWAYS OPEN</b> Gary Baseman	<b>MAKING SAUSAGES: A DAY IN THE LIFE OF A CREATIVE TECHNOLOGIST</b> Stephen Martell
3:00 - 3:45	<b>FROM AGENCY DRONES TO DESIGN STUDIO POWERHOUSE</b> Irene Pereyra & Anton Repponen	<b>MUTATING MOBILE GAMING</b> Giorgio Natili
4:00 - 4:45	<b>ACCEPTING THE TRUE MEANINGLESSNESS OF EVERYTHING WE DO</b> David O'Reilly	<b>EMERGENT NARRATIVE: WHAT WE CAN LEARN FROM DUNGEONS &amp; DRAGONS</b> Stefan Grambart
5:00 - 6:00	<b>HOW TO GET THE PUBLIC TO FUND YOUR DAFT IDEAS</b> Mr. Bingo	
6:30 - 10:00	<b>FITC PUB NIGHT, RIVOLI, 334 QUEEN ST. W. 2ND FLOOR</b>	

	<b>THE B-SIDE</b>
<b>CREATING BEAUTIFUL CSS ANIMATIONS</b> Rami Sayar	<p>PRESENTED BY</p>  <p><b>INFLUXIS</b></p>
<b>WEB DEVELOPERS, PLEASE MEET... THE PHYSICAL WORLD!</b> Jean-Philippe Côté	
	<b>ONLY YOU CAN PREVENT SKYNET</b> Jared Ficklin
<b>TALKING VR TURKEY</b> Lirette, Raynai, Renaud, Williams & Serrano Presented by OMDC	<b>LET THE GAMES BEGIN! WITH EXPERIENTIAL IOT</b> Richard Blakely & Branden Hall
<b>PROGRAMMING PLAY</b> Stacey Mulcahy	<b>YOUR JOB TITLE SOUNDS MADE UP</b> Helen Androlia
<b>PAGECLOUD REIMAGINES THE FUTURE OF WEBSITE CREATION</b> Craig Fitzpatrick	<b>THE SIGNALNOISE PODCAST</b> James White
<b>SPONSORED BY</b> 	

## HUB / TOM THOMSON

2:00 - 6:00	<b>3D PRINTING POP-UP STUDIO</b> MakeLab
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