<Agenda 18th March/>

Time	
09.00-09.30	DOORS OPEN

KEYNOTES

Time	
09.30-09.45	ROOM N10 - ON STREAMING N11: OPENING BY CODEMOTION
09.45-10.00	ROOM N10 - ON STREAMING N11: KEYNOTE BY IBM — IBM Bluemix the new Era of Cognitive - Elisabetta Rinaldi, Rossella de Gaetano

| 10.10-10.50 | ROOM N10: KEYNOTE BY REBECCA PARSONS (THOUGHTWORKS) — The Evolution of Evolutionary Architecture | ROOM N11: KEYNOTE BY PETER GASSTON (REHABSTUDIO) — OK Computer |

| 10.50-11.20 | COFFEE BREAK - Put your ideas on the unconference dashboard in the networking area! |

| | All Day — IBM Desk |

Sessions

	Room N10	Room N11	Room N1	Room N5	Room DS1	Room N13	Room N14	Room N3
11.20–12.00	**#REACT** — How I learned to love React — David Clements (nearForm) — Language: English - Level: Intermediate	**#LANGUAGES** — What To Expect From PHP7 — Lorna Mitchell (LornaJane Ltd) — Language: English - Level: Beginner	**#CLOUD/BIGDATA** — ElasticSearch in action — Thijs Feryn (Combell) — Language: English - Level: Beginner	**#CLOUD/BIGDATA** — Composing Music in the Cloud — James Weaver (Pivotal Software) — Language: English - Level: Beginner	**#DEVOPS** — A modern DevOps approach: from Developer Cloud to Application Builder — Gabriele Provinciali (Oracle), Nino Guarnacci (Oracle) — Language: English - Level: Intermediate	**#DEVOPS** — Monitoraggio e logging nell'A.D. 2016 — Michele Finelli (BioDec) — Language: Italian - Level: Advanced	**#MOBILE** — TDD and mobile development: some forgotten techniques, illustrated with Android — Matteo Vaccari (ThoughtWorks) — Language: English - Level: Intermediate	**#GAME DEV** — Demistifying the 3D Web — Pietro Grandi (Betsson Group) — Language: English - Level: Beginner
12.20–13.00	**#NODE** — Welcome to Mordor! Hunting Performance Issues in Node.js — Daniel Khan (Dynatrace Austria) — Language: English - Level: Intermediate	**#MOTIVATIONAL** — Continuous budgeting — Francesco Fullone (Ideato) — Language: Italian - Level: Intermediate	**#CLOUD/BIGDATA** — Who's Afraid of Graphs? — David Ostrovsky (Couchbase) — Language: English - Level: Beginner	**#DEVOPS** — Vagrant for real — Michele Orselli (Ideato) — Language: English - Level: Intermediate	**#JAVASCRIPT** — Progressive Enhancement for JavaScript Apps — Garann Means (freelance) — Language: English - Level: Intermediate	**#JAVASCRIPT** — The road to Ember.js 2.0 — Lucio Grenzi (freelance) — Language: Italian - Level: Intermediate	**#SECURITY** — 474 Password Not Found — Giuseppe Galli (K-Tech s.r.l.), Saverio Candriti (K-Tech s.r.l.) — Language: Italian - Level: Intermediate	**#GAME DEV** — Games and Autobiography: game design is my psychologist — Alex Camilleri (Kalopsia Games) — Language: English - Level: Beginner

| 13.00-14.00 | TAKE YOUR CODEMOTION LUNCH BOX — UNCONFERENCE - Talks' selection and presentation of the final agenda in The Hackgarden — [CODE] Factor - The Code Contest of Codemotion - Preliminaries - Room N8 |

| | 14.00-16.00 — Codemotion Lab |

	Room N10	Room N11	Room N1	Room N5	Room DS1	Room N13	Room N14	Room N3
14.00–15.00	**#MICROSERVICES** — Living on the Edge (Service): Bundling Microservices to Optimize Consumption for Devices with Spring Cloud & Netflix — Mark Heckler (Pivotal Software, Inc.) — Language: English - Level: Beginner	**#DEVOPS** — Dockerize it: stop living in the past and embrace the future — Alex Nadalin (Namshi) — Language: English - Level: Intermediate	**#JAVASCRIPT** — Front-end First: sopravvivere con il testing in JavaScript — Michele Aponte (Blexin Srl) — Language: Italian - Level: Beginner	**#MOBILE** — IBM Bluemix: science fiction has been overtaken....now everything is possible — Davide Albo (IBM), Ferdinando Gorga (IBM) — Language: English - Level: Beginner	**#MOBILE** — Realizzare applicazioni cross-platform con Xamarin e il pattern MVVM — Matteo Pagani (Microsoft) — Language: Italian - Level: Intermediate	**#INSPIRATIONAL** — Technology Vision 2016: People First — Massimo Gini (Accenture), Mauro Cugo (Accenture) — Language: English - Level: Intermediate	**#MAKERS/IOT** — Intel IoT: Make Everything Smart — Francesco Baldassarri (Intel) — Language: English - Level: Beginner	**#GAME DEV** — Sviluppare Videogiochi in 2D con Unity — Roberto De Ioris (20Tab) — Language: Italian - Level: Beginner
15.20–16.00	**#ANGULAR** — How Angular2 can improve your Angular1 apps today — Nir Kaufman (500tech) — Language: English - Level: Intermediate	**#ARCHITECTURES** — Principles of Evolutionary Architecture — Rebecca Parsons (ThoughtWorks) — Language: English - Level: Intermediate	**#CLOUD/BIGDATA** — NoSQL's biggest secret: NoSQL never went away — Laurent Doguin (Couchbase) — Language: English - Level: Beginner	**#JAVASCRIPT** — WebRTC • Socket.io: building a skype-like video chat with native javascript — Michele Di Salvatore (Objectway) — Language: Italian - Level: Advanced	**#MOTIVATIONAL** — From zero to exit: a full startup journey — Michele Orsi (lastminute.com group) — Language: English - Level: Beginner	**#DEVOPS** — PHP projects beyond the LAMP stack — Thijs Feryn (Combell) — Language: English - Level: Beginner	**#MOBILE** — Engage and retain users in the mobile world — Matteo Bonifazi (Open Reply) — Language: Italian - Level: Advanced	**#GAME DEV** — Quindi, che videogioco dovrei sviluppare in VR? — Fabio Corriecasi (Oniride) — Language: Italian - Level: Beginner
16.20–17.00	**#MOBILE** — React Native in the wild — Alex Nadalin (Namshi) — Language: English - Level: Intermediate	**#DEVOPS** — Why DevOps is not enough — Uwe Friedrichsen (codecentric AG) — Language: English - Level: Intermediate	**#LANGUAGES** — Safe and fast parsers with Nom and Rust — Geoffroy Couprie (Clever Cloud) — Language: English - Level: Intermediate	**#WEBGL** — The next frontier: WebGL and WebVR — Martin Naumann (Archilogic) — Language: English - Level: Beginner	**#MICROSERVICES** — How to disassemble a monolithic app in (not-so) micro-services — Michele Franzin (SeeSaw s.r.l.) — Language: Italian - Level: Intermediate	**#CLOUD/BIGDATA** — SQL o NoSQL? Progettare applicazioni 'Big Data-ready' attraverso l'utilizzo della Polyglot Persistence — Luca Bolognese (Microsoft) — Language: Italian - Level: Intermediate	**#MOBILE** — Beauty Treatment for your Android Application — Jose L Ugia (Aureum Digital) — Language: English - Level: Intermediate	**#GAMEDEV** — Commodore 64 Mon Amour — Andrea Ferlito (Codemotion) — Language: Italian - Level: Beginner
17.20–18.00	**#MOTIVATIONAL** — Public speaking for geeks — Lorenzo Barbieri (Microsoft) — Language: Italian - Level: Beginner	**#MICROSERVICES** — We are not Object-Oriented anymore — Matteo Collina (nearForm) — Language: English - Level: Intermediate	**#CLOUD/BIGDATA** — Real World Use Cases: Hadoop and NoSQL in Production — Tugdual Grall (MapR Technologies) — Language: English - Level: Intermediate	**#SECURITY** — Let's go HTTPS — Simone Carletti (DNSimple) — Language: English - Level: Intermediate	**#CLOUD/BIGDATA** — RabbitMQ: Message queuing that works — Gabriele Santomaggio (Erlang-Solutions) — Language: Italian - Level: Intermediate	**#MOTIVATIONAL** — Growth Hacking for Developers — Luca Barboni (Growth Hound) — Language: Italian - Level: Beginner	**#MOBILE** — Develop apps for (Apple) TV — Francesco Novelli (Run Code) — Language: Italian - Level: Beginner	**#GAME DEV** — You Turing-Complete me: programmare dentro i videogiochi — Sara Di Bartolomeo (Codemotion Kids), Luca, Di Bartolomeo (Programmers) — Language: Italian - Level: Beginner

| 18.00-19.00 | NETWORKING BEER |
| 18.40-19.40 | MEETUP |

| | **#MEETUP** — [CODE] Factor — By Codemotion — Language: Italian - Level: Advanced | SEE YOU TOMORROW | SEE YOU TOMORROW | SEE YOU TOMORROW | **#MEETUP** — AngularJS and React Italian communities — Fabio Biondi (Freelance), Matteo Ronchi (Unshift) — Language: English - Level: Intermediate | **#MEETUP** — GOLANGIT Meetup — Giorgio Cefaro (Freelance), Nicola Larosa (Own consultancy), Giulio De Donato (Chupamobile), Ugo Landini (Red Hat) — Language: Italian - Level: Beginner | **#MEETUP** — Microsoft <3 Open Source: Un anno dopo! — Lorenzo Barbieri (Microsoft), Erica Barone (Microsoft) — Language: Italian - Level: Intermediate | SEE YOU TOMORROW |

Sidebar

#Demo Live

Dr. Watson? — First try and then trust — Come to discover how IBM's supercomputer could improve health care.

| | 14.00-16.00 — Codemotion Lab |

#Codelab

TDD distilled in Java — Manuela Munaretto, Ivan Lombardi Borgia — Language: Italian - Level: Beginner — In this workshop you will code a kata in Java, starting from a given scaffold, so you can focus on the fundamental steps of TDD. You will learn how to practice your TDD skills; how to drive your code and design decisions with tests; how to refactor your code with no fear; how to keep control of your design. Lab will be organised in a session of 25 minutes: an intro to TDD, then 2 sessions of coding and the final retrospective so you can share your feedback.

| | 15.20-18.00 — Hackgarden |

#Unconference

For the very first time Codemotion hosts – beside the established conference – an informal space of Unconference. An Unconference is a participant-driven meeting. Its format creates space for peer-to-peer learning, collaboration and creativity, in which everyone could share their thoughts or experiences.

DON'T BE SHY! SUBMIT YOUR TALK

STARTING FROM 11:00 to 11:20 IN THE NETWORKING AREA ON THE WHITEBOARD!

AGENDA:
- 11:00 – 11:20 — Talks proposals – we will provide all you may need
- 13:00 – 14:00 — Talks voting and creation of the final agenda
- 15:05 – 15:15 — Unconference opening and talks presentation
- 15:20 – 16:00 — Talks about #Micro Services & Best Practices
- 16:05 – 16:15 — Networking & Lighting talk
- 16:20 – 17:00 — Talks about #IoT & Smart Home
- 17:05 – 17:15 — Networking & Lighting talk
- 17:20 – 18:00 — Talks about #Innovative Startups
- 18:00 – 19:00 — Aperitif from 6pm in the networking area

The Unconference is organized in collaboration with Mobile Tea and Code Invaders.

Map / Legend

ENTRANCE — Via Vito Volterra, 60

SECOND ENTRANCE — Via della Vasca Navale, 81

ENTRANCE — SPONSOR • SPEAKER • PRESS

ATTENDEES • EXHIBITORS STUDENTS

Rooms: N14, N13, Codemotion Lab, N3, N4, N10, N11, N8, Hackgarden DS2, DS1, N1

Legend:
- Info Point
- Gadgets
- Lunch
- Heavy luggage cloakroom
- Coffee Point
- On the first floor: Speaker, Sponsor & Press Room
- Hackgarden (green)
- Codemotion Lab (orange)
- Game Dev Showcase (dark blue)
- Startup Area (light blue)
- Contest Area (pink)
- Sponsor Area (yellow)

ThoughtWorks
DEDAGROUP
FINCONS GROUP
ENGINEERING
immobiliare.it
KEYBIZ
5cooterino
Google
NTT DATA
ROME Maker Faire — THE EUROPEAN EDITION
intel — High performance. Delivered.
Software
accenture — High performance. Delivered.
ORACLE
ROMA TRE — UNIVERSITÀ DEGLI STUDI
IBM
Microsoft

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Tweet #codemotion

Agenda

Codemotion App
DOWNLOAD IT FOR APPLE OR ANDROID

{codemotion}

< Agenda 19th March />

09.00-09.30	**DOORS OPEN**

KEYNOTES

09.30-09.45	**ROOM N10 - ON STREAMING N11: OPENING BY CODEMOTION**
09.45-10.00	**ROOM N10 - ON STREAMING N11: KEYNOTE BY MICROSOFT** Time flies when you're having fun! How Microsoft changed in the last two years - Lorenzo Barbieri
10.10-10.50	**ROOM N10: KEYNOTE BY LINDA RISING (LINDA RISING LLC)** Myths and Patterns of Organizational Change **ROOM N11: KEYNOTE BY JESSICA ROSE (DREAMFACTORY)** Costs of the Cult of Expertise
10.50-11.20	**COFFEE BREAK**

	Room N10	Room N11	Room N1	Room N5	Room DS1	Room N13	Room N14	Room N3
11.20–12.00	**#LANGUAGES** Reactive Programming with JavaScript — **Giorgio Natili (McGraw Hill Education)** Language: English - Level: Intermediate	**#MOTIVATIONAL** Surviving Code Reviews — **Lorna Mitchell (LornaJane Ltd)** Language: English - Level: Beginner	**#LANGUAGES** Fun with Functional Programming in Clojure — **John Stevenson (Salesforce)** Language: English - Level: Beginner	**#SECURITY** Wearable Botnets and Happy Hacked Drivers — **Andrea Pompili (Independent)** Language: Italian - Level: Intermediate	**#MAKERS/IOT** Costruiamo un Rover in 60 minuti — **Marco Dal Pino (DPCons), Marco Minerva (Sharp Design)** Language: Italian - Level: Intermediate	**#ARCHITECTURES** Real Time Monitoring and Analityc: Customer Experience in Production — **Simone Celini (NTTDATA Italia S.P.A.), Simone Gaddeo (NTTData)** Language: Italian - Level: Intermediate	**#MOBILE** NoSQL on the move — **Glynn Bird (IBM)** Language: English - Level: Beginner	**#GAME DEV** Quanto sono intelligenti i videogiochi di strategia? — **Alessio Falsetti (Imaginotion Srl)** Language: Italian - Level: Intermediate
12.20–13.00	**#JAVASCRIPT** Refactoring to a Single Page Application — **Marcello Teodori (Workshare)** Language: Italian - Level: Beginner	**#ARCHITECTURE** Software architecture... Yes, on tests! — **Ansuritta De Biase (Hotels.com), Miro Barsocchi (Hotels.com), Camillo Quatrini (Hotels.com)** Language: English - Level: Intermediate	**#MOTIVATIONAL** DiversITy matters — **Juliette Reinders Folmer (Advies en zo), Wouter Groenewold (GH+O Communication & Creation)** Language: English - Level: Beginner	**#SECURITY** OWASP for Developers — **Matteo Meucci (Minded Security)** Language: English - Level: Intermediate	**#MAKERS/IOT** IoT end-to-end: porta i tuoi dati dal sensore al cloud — **Erica Barone (Microsoft)** Language: Italian - Level: Intermediate	**#LANGUAGES** What's NOT new in Modular Java! — **Milen Dyankov (Liferay)** Language: English - Level: Intermediate	**#MAKERS/IOT** Maker Experience: user centered toolkit for makers — **Mino Parisi (Fifth Beat)** Language: Italian - Level: Beginner	**#GAMEDEV** Useless interactions for useful responses: engaging players emotionally with bad game design — **Mattia Traverso (Through Games)** Language: English - Level: Intermediate
13.00-14.00	**TAKE YOUR CODEMOTION LUNCH BOX** — [CODE] Factor - The Code Contest of Codemotion - Grand Final in the Hackgarden							
14.00–15.00	**#JAVASCRIPT** Polymer is production ready, how about you? — **Maurizio Mangione (Milano JS)** Language: Italian - Level: Intermediate	**#DEVOPS** From object oriented to functional domain modeling — **Mario Fusco (Red Hat)** Language: Italian - Level: Advanced	**#CLOUD/BIGDATA** Anomaly Detection in Telecom with Spark — **Tugduual Grall (MapR Technologies)** Language: English - Level: Intermediate	**#SECURITY** Writing Security (unit/integration) Tests using the OWASP O2 Platform — **Dinis Cruz (OWASP O2 Platform)** Language: English - Level: Intermediate	**#MAKERS/IOT** Internet of Ideas: Paper Electronics — **Nino Guarnacci (Oracle), Andrea Bosis (Politecnico di Milano)** Language: Italian - Level: Intermediate		**#MOBILE** Codice iPhone lavato a caldo: come "restringere" la tua app per Apple Watch — **Francesco Ingrassia (Freelancer), Marco Passariello (Open Reply), Salvatore Ferranti (Open Reply)** Language: Italian - Level: Intermediate	**#GAME DEV** Virtual Reality 101: development tips for moving experiences — **Fabio Mosca (Self-Employed)** Language: Italian - Level: Intermediate
						TAKE A BREAK		
15.20–16.00	**#NODE** Microservices - the lean way (NodeJS) — **Bruno Bossola (JUG Roma)** Language: English - Level: Beginner	**#MOTIVATIONAL** Come costruire una Platform As A Service con Docker, Kubernetes Go e Java — **Massimiliano Dessì** Language: Italian - Level: Advanced	**#MOTIVATIONAL** Design is your business too — **Emanuela Damiani (HitFox Group)** Language: English - Level: Beginner	**#SECURITY** DrDoS - La cura — **Roger Cataldi (Indipendent)** Language: Italian - Level: Intermediate	**#ANGULAR** Angular 2: core concepts — **Fabio Biondi (Freelance), Matteo Ronchi (Unshift)** Language: Italian- Level: Intermediate	**#MAKERS/IOT** Cutomize and Control Connected Devices — **Mirco Vanini (Proxima Software)** Language: Italian - Level: Intermediate	**#CLOUD/BIGDATA** Dove sono i tuoi vertici e di cosa stanno parlando? — **Roberto Franchini (OrientDB)** Language: Italian - Level: Intermediate	**#GAME DEV** Grafica e modellazione digitale nei videogame — **Alice Lomiry (Direct2Brain)** Language: Italian - Level: Beginner
16.20–17.00	**#NODE** Microservice in practice with Seneca.js — **Michele Capra (nearForm)** Language: English - Level: Intermediate	**#JAVASCRIPT** JavaScript in 2016 — **Eduard Tomàs (Plain Concepts)** Language: English - Level: Advanced	**#LANGUAGES** Elm or how I learned to love front-end development — **Marco Perone (MV Labs)** Language: English - Level: Beginner	**#SECURITY** Storia e storie degli hacker della sicurezza informatica — **Stefano Chiccarelli (Quantum Leasp s.r.l.), Francesco Perna (Quantum Leap), Lucia Zappacosta (Metro Olografix)** Language: Italian - Level: Beginner		**#MOTIVATIONAL** Developing Augmented Reality on Smart Glasses — **Mauro Rubin (JoinPad), Niccolò Mangiarotti (JoinPad)** Language: Italian - Level: Beginner	**#MAKERS/IOT** Are Drones our best friends? — **Nicola Mariotti (Aidoto Italia)** Language: Italian - Level: Beginner	**#GAME DEV** Sviluppare giochi in Italia, da hobby a Lavoro — **Daniele Bianchini (Looky Games)** Language: Italian - Level: Beginner
					TAKE A BREAK			

CLOSING KEYNOTES

17.20-18.00	**ROOM N10 - ON STREAMING N11: DINIS CRUZ (OWASP O2 PLATFORM)** New Era of Software with modern Application Security
18.00-18.10	**ROOM N10: CLOSING LOTTERY!** Collect the Pins and Win a Star Wars BB-8

#Demo Live

All Day — IBM Desk

Dr. Watson?
First try and then trust
Come to discover how IBM's supercomputer could improve health care.

#Codelab

14.00-16.00 Codemotion Lab

Software Design with LEGO® SERIOUS PLAY®
Paola Santoro, Antonia Colasante
Language: Italian - Level: Beginner
Do you know that LEGO® bricks are an outstanding design tool? Come and play with us in the "Software Design with LEGO® SERIOUS PLAY®" workshop. In this 2 hours session we will define shared pains and gains between developers and users. What are users's expectation with respect to developers daily set of problems? During the workshop users and developers will negotiate the design of a common project using a common language. LEGO® bricks! LEGO® SERIOUS Play® is not about teaching, is about playing!