

WK01	WK02	WK03	WK04	WK05	WK06	WK07	WK08	WK09
Architectural thinking Mark Richards	Programming like your life depends on it: a reliability masterclass Jules May	Solid async programming in C# Andrew Clymer & Richard Blewett	Doing Kubernetes DevOps style with Codespaces Loek Duys & Alex Thissen	Building evolutionary architectures – hands-on (2nd edition) Neal Ford	Machine Learning for software developers Jeff Prorise	Practical Microservices Allen Holub	Web application security bootcamp Christian Wenz	What's worth doing: creating requirements that ACTUALLY matter Joe Natoli

All pre-conference workshops run from 09.30 – 17.30, with mid-morning, lunch, and mid-afternoon breaks

	TRACK 1	TRACK 2	TRACK 3	TRACK 4	TRACK 5	TRACK 6	TRACK 7	TRACK 8
09.30	KEYNOTE #No Allen Holub							
11.00	COFFEE BREAK							
11.30	Let's stop programming like 2017 Andrew Clymer & Richard Blewett	AI as a service: introducing Azure Cognitive Services Jeff Prorise	Future-proof mobile cross-platform apps with Flutter Christian Wenz	Gilding the rose Kevlin Henney	The 7 pillar developer: lifestyle systems for the exceptional developer Cory House	What is a Microservice? Allen Holub	Testing software architecture Mark Richards	Architecture foundations: identifying characteristics Neal Ford
13.00	LUNCH BREAK							
14.00	Get comfortable with .NET 7 and the CLI Jeremy Clark	Learned experience from migrating .NET apps to Azure Jonah Andersson	Go with the flow Kevlin Henney	Testing in production Talia Nassi	Demystifying data science Grishma Jena	Responsible Microservices Nathaniel Schutta	Service contract design Juval Lowy	Architecture foundations: styles, patterns, and trade-offs Neal Ford
15.30	COFFEE BREAK							
16.00	Parallelization using Actors in C# Oliver Sturm	Natural language processing with Deep Neural Networks Jeff Prorise	Ten OO design patterns every developer should know, in 90 minutes Andrew Clymer & Richard Blewett	UI design crash course for software developers Joe Natoli	Beyond the known unknowns Kevlin Henney	Microservices delivery without the pitfalls Seb Rose	Incremental architecture: an overview Allen Holub	Elements of distributed architectures Mark Richards
17.30	DRINKS RECEPTION							

	TRACK 1	TRACK 2	TRACK 3	TRACK 4	TRACK 5	TRACK 6	TRACK 7	TRACK 8
09.30	DI why? Getting a grip on Dependency Injection Jeremy Clark	Image Processing with Deep Neural Networks Jeff Prosisie	Designing reusable components that are actually reusable Cory House	Everything you know about UX and Agile integration is WRONG Joe Natoli	Assuring data quality at scale – a study of Data Mesh in practice Gayathri Thiyagarajan	Choreographing Microservices Allen Holub	Thinking architecturally Nathaniel Schutta	The cash value of technical debt - how to scare your boss into doing the right thing Jules May
11.00	COFFEE BREAK							
11.30	Async and Await, how it works Andrew Clymer & Richard Blewett	Practical monitoring and logging with .NET Vyron Vaseleiadis	Scaling the testing pyramid in Typescript Rob Richardson	Building applications with infrastructure as code Talia Nassi	Kubernetes made easy – getting the hang of Azure Container Apps Eduard Keilholz	Decomposition patterns Mark Richards	Mastering technical presentations by example Neal Ford	The great architecture restructuring Juval Lowy
13.00	LUNCH BREAK							
14.00	Safer code: nullability and null operators in C# Jeremy Clark	Principal component analysis Jeff Prosisie	Effective React state: 7 years of lessons learned Cory House	The case for burning down your application and starting over James Bender	Level up your DevOps with GitHub Actions & Kubernetes Rob Richardson	Clean Microservices communications with CQRS and Event Sourcing Oliver Sturm	Creating architecture from patterns Allen Holub	Advanced techniques in software project design Juval Lowy
15.30	COFFEE BREAK							
16.00	Functional code in C# 10 (or newer!) Oliver Sturm	Parallel patterns Andrew Clymer & Richard Blewett	Prevent getting hacked: security features in modern browsers Christian Wenz	Continuous integration – that's not what they meant Clare Sudbery	Infinitely elastic, highly performant, relational databases Jules May	Granularity and communication in Microservice architectures Neal Ford	User stories – from good intentions to bad advice Seb Rose	Creating an architecture narrative Mark Richards
17.30	SESSIONS END							

	TRACK 1	TRACK 2	TRACK 3	TRACK 4	TRACK 5	TRACK 6	TRACK 7	TRACK 8
09.30	Get Func-y: understanding delegates in C# Jeremy Clark	Make AI come to life with OpenAI Jeff Proisie	Back to the future: why analog computers are coming back Jules May	Building accessible web apps Cory House	GitHub – what’s new and what’s next? Cecilia Wiren	The Zen of programming: a personal journey towards writing beautiful code Sander Hoogendoorn	Patterns of event-driven architecture Mark Richards	A commune in the ivory tower: a new approach to software architecture Andrew Harmel-Law
11.00	COFFEE BREAK							
11.30	Advanced pattern matching in C# Oliver Sturm	Minimal APIs in ASP.NET 7.0 Rob Richardson	Porting code – lessons learned Toni Petrina & Klavs Madsen	Leading self-organizing teams Kim van Wilgen	Doubling down on GraphQL – with REST Roy Derks	There and back again of software architecture: Monoliths vs Microservices Zoran Horvat	Actors – the past, present and future of software engineering Juval Lowy	Practical event storming Allen Holub
13.00	LUNCH BREAK							
14.00	Better parallel code with C# channels Jeremy Clark	Serverless stateful workflows with Azure Durable Functions Jonah Andersson	OWASP top ten for ASP.NET Core: web application security risks Christian Wenz	When software delivery goes wrong: why app stores could make you sad Clare Sudbery	GraphQL as the magic glue for your APIs Roy Derks	Surviving the innovator’s dilemma: a personal journey through scale-ups, tech boards and microteams Sander Hoogendoorn	Service orchestration patterns Mete Atamel	Automating architecture governance Neal Ford
15.30	COFFEE BREAK							
16.00	Reverse proxying with .NET and YARP Vyron Vaseleiadis	How Storybook makes your UI development super easy James Bender	Hacking the OWASP Juice Shop Cecilia Wiren	How people learn Kim van Wilgen	Horizontal autoscaling with Kubernetes Rob Richardson	Hello, quantum world! Jules May	Let’s talk about the other SDLC: the Serverless Development Lifecycle Sheen Brisals	DBC (Design by Coding): applying TDD principles to software architecture Allen Holub

WK10	WK11	WK12	WK13	WK14	WK15	WK16	WK17	WK18
Software architecture: the hard parts Mark Richards & Neal Ford	Deep Learning (AI) for software developers Jeff Prosize	Agility (#NoAgile) Allen Holub	Cloud-native architecture Nathaniel Schutta	Learning data science in Python Grishma Jena	Hands-on visual communication for software architecture Jacqui Read	Gradually improving software design (applying the emergent OOD) Zoran Horvat	Infrastructure as Code for Azure using Terraform Cecilia Wiren	Righting software - a method for system and project design Juval Lowy

All post-conference workshops run from 09.30 – 17.00, with mid-morning, lunch, and mid-afternoon breaks