

Friday: April 29 ARRIVALS	Saturday: April 30 MASTER CLASS	Sunday: May 1 MASTER CLASS	Monday: May 2 MASTER CLASS	Tuesday: May 3 MASTER CLASS	Wednesday: May 4 MASTER CLASS	Thursday: May 5 DEPARTURES
	9.00 – 9.30 am <b>News Headlines</b> Today's Programme	9.00 – 9.30 am <b>News Headlines</b> Today's Programme	9.00 – 9.30 am <b>News Headlines</b> Today's Programme	8.00 – 8.30 am <b>News Headlines</b> Today's Programme	9.00 – 9.30 am <b>News Headlines</b> Today's Programme	9.00 am <b>Departure Desk</b>
	9.30 – 11.00 am <b>Screening</b> <b>What's Hot, What's New</b> Keri Lewis Brown	9.30 – 10.30 am <b>Tool Kit</b> <b>The 3D Jigsaw: Scheduling Strategies</b> Stephen Price	9.30 – 10.30 am <b>Tool Kit</b> <b>When Ideas Fly: Lessons in Creativity</b> Saku Tuominen	8.30 – 9.30 am <b>Big Picture</b> <b>How to Make TV Interactive</b> Philippe Brodeur	9.30 – 10.00 am <b>D School Prep</b> <b>Design Thinking</b> Ulrich Weinberg	
	11.00 – 11.30 am Refreshment and Communications Break	10.30 – 11.00 am Refreshment and Communications Break	10.30 – 11.00 am Refreshment and Communications Break	9.30 – 10.00 am Refreshment and Communications Break	10.00 – 10.30 am Refreshment and Communications Break	
	11.30 – 12.30 pm <b>Big Picture</b> <b>Unknown Unknowns: Building a Global Brand</b> Alan Boyd	11.00 – 12.30 pm <b>From Idea to Screen</b> <b>Million Pound Jackpot</b> David Briggs & Colman Hutchinson	11.00 – 12.30 pm <b>Tool Kit</b> <b>When Ideas Fly: Lessons in Creativity</b> Saku Tuominen	10.00 – 11.30 am <b>From Idea to Screen</b> <b>Play Along with TV: Million Pound Drop</b> Simon Brickle	10.30 – 11.00 am <b>D School Workshop</b> <b>Design Thinking</b>	
	12.30 – 1.00 pm <b>Big Picture</b> <b>Unknown Unknowns: Building a Global Brand</b> Q & A	12.30 – 1.00 pm <b>From Idea to Screen</b> <b>Million Pound Jackpot</b> Q & A	12.30 – 1.00 pm <b>Tool Kit</b> <b>When Ideas Fly: Lessons in Creativity</b> Q & A	11.30 – 12.30 pm <b>Big Picture</b> <b>Connected Media</b> Kate Bradshaw	11.00 – 12.00 pm <b>D School Workshop</b> <b>Design Thinking</b>	
	1.00 – 2.00 pm Lunch and Communications Break	1.00 – 2.30 pm Lunch and Communications Break	1.00 – 2.30 pm Lunch and Communications Break	12.30 – 1.30 pm Lunch and Communications Break	12.00 – 1.15 pm Lunch and Communications Break	
	2.00 – 3.30 pm <b>Tool Kit</b> <b>Game Show Mechanics 101</b> Justin Scroggie	2.30 – 4.00 pm <b>Tool Kit</b> <b>Format Creation - Art or Science?</b> Jonathan Glazier	2.30 – 4.00 pm <b>Big Picture</b> <b>Life in the Formats Fast-Lane: 10 Years of Format History</b> Daniela Matei	1.30 – 3.00 pm <b>Big Picture</b> <b>Games Gateway</b> Teut Weidemann	1.15 – 4.00 pm <b>D School Workshop</b> <b>Design Thinking</b>	
	3.30 – 4.00 pm Refreshment and Communications Break	4.00 – 4.30 pm Refreshment and Communications Break	4.00 – 4.30 pm Refreshment and Communications Break	3.00 – 3.15 pm Refreshment and Communications Break	4.00 – 4.30 pm Refreshment and Communications Break	
	4.00 – 5.30 pm <b>From Idea to Screen</b> <b>Secret Fortune</b> Phil Morrow	4.30 – 5.30 pm <b>Tool Kit</b> <b>Format Creation - Art or Science?</b> Q & A	4.30 – 6.00 pm <b>Tool Kit</b> <b>How to Schedule Your Own Channel</b> Stephen Price	3.15 – 4.45 pm <b>Lawyer's Lecture</b> <b>Don't Put Your Game Show In Jeopardy</b> Henrik Armah, Niklas Conrad & Pip Jones	4.30 – 6.00 pm <b>D School Workshop</b> <b>Design Thinking</b>	
5.30 pm <b>Welcome Desk</b>	5.30 – 6.00 pm <b>Plenary Session</b> <b>You and Me in TV</b>	5.30 – 6.00 pm <b>Plenary Session</b> <b>You and Me in TV</b>	6.00 – 6.30 pm <b>Plenary Session</b> <b>You and Me in TV</b>	5.30 pm <b>Boat Cruise</b>	6.00 – 7.00 pm <b>Plenary Session</b> <b>Debrief</b>	
7.00 pm <b>Welcome Cocktail</b> <b>Master Class Dinner</b>	8.00 pm <b>Master Class Dinner</b> <b>Off Message</b>	8.00 pm <b>President's Lecture</b> <b>Master Class Dinner</b>	8.00 pm <b>Where TV Meets Games</b> <b>Matchmaking Dinner</b>	8.00 pm <b>TV United Party</b>	8.00 pm <b>Master Class Dinner</b> <b>Farewell</b>	