

Wednesday, October 6

10:00 am – 5:00 pm ET



TIME	SESSION		
10:00 am	Keynote Presentation Jeremy Lanman, CTO, PEO STRI		
11:30 am – 12:30 pm	General Session		
12:30 pm	Lunch		
1:00 pm – 2:15 pm	Breakout Sessions		
	Game Engine (Platform/Infrastructure) Development & Deployment	Medical Simulation	Terrain/Environment Modeling & Rendering
2:15 pm – 2:45 pm	Open Q&A Session 1 with PEO STRI Chief Engineering Team Leads		
2:45 pm	Break		
3:00 pm – 4:15 pm	Breakout Sessions		
	Game Engine (Platform/Infrastructure) Development & Deployment	Medical Simulation	Terrain/Environment Modeling & Rendering
4:15 pm – 4:45 pm	Open Q&A Session 2 with PEO STRI Chief Engineering Team Leads		
4:45 pm	Closing Announcements		