Demosplat tentative schedule

riday										
,	Auditorium						Event Room			
6:00 PM		demoscene int	roduction and	d introductory	demos					
6:30 PM	Opening ceremony, demoscene introduction, and introductory demos								Pizza arrives	
	Chronology of famous late 80s/early 90s home computer demos								r izza arrives	
	Chronology of famo			mpater aemo						
	Talk: DOS-era PC sound and music									
	Chronology of famous 90s PC demos, cont.									
9:00 PM	Less-famous demos									
9:30 PM	Talk/showing: Embedded demos									
10:00 PM	Talk: Intro to basic demo effects									
10:30 PM				•			Open retro gaming			
11:00 PM	Chronology of famous modern PC demos									
11:30 PM	Less-famous demos						Chiptune rave			
aturday										
11:00 AM										
	Breakfast-on-your-o	wn social at Ba	gel Factory	_	1					
12:00 PM										
	Talk/showing: Sincla									
	Talk/showing: Apple	llgs								
1:30 PM	_									
2:00 PM	Talk/showing: Apple	Lisa, the sound	dcard, & demo	experience						
2:30 PM										
3:00 PM	Talk/showing: Commodore 8-bit						Compo deadl	line		
	Talk: Video standards and conversion					Lockpicking tutorial				
	Talk: Retrocomputing restoration and preservation					Lo expiexing car	orial			
	Submission showing & reminder to vote for total demo ranking									
5:00 PM		g & reminder to	vote ioi totai	demo ranking						_
5:30 PM									Happy hour	
									Happy hour	
6:00 PM							Retro clinic			
6:30 PM	Movie						Demo capturin	g	Sandwiches a	arrive
7:00 PM	Sceners intro/pane	l discussion								
7:30 PM	Talk/showing: Vectr	ex								
8:00 PM										
	Talk/showing: Amigaaaah!				Open retro gaming &					
	Modern demo trends: textmode and ultra size constrained				tournament ro					
	Final retro gaming tournament, compo results, prize ceremony, and re-ranking of classic demos									
	Cellphone and table		1	1,						
10:30 PM										
11:00 PM	Weird stuff and wild	demos								
11:30 PM									Final demo ra	ankin
	Concluding retro & windows demos								······································	