

Time	24th March 2009	25th March 2009	26th March 2009
9:00-9:30	Introductions		
9:30-10:00		05 - Parallelism tools - Thread Checker	
10:00-10:30	01 - OpenMP 3.0		10 - Threading Methodology
10:30-11:00			
11:00-11:30		06 - Parallelism tools - Thread Profiler	
11:30-12:00	02 - Overview - Integrated Architecture & Tools		
12:00 -12:30	Lunch	Lunch	Lunch
12:30 -1:00PM			
1:00-1:30		06 - Parallelism tools - Thread Profiler	
1:30-2:00	02 - Overview - Integrated Architecture & Tools		11 - Threading Building Blocks - TBB
2:00-2:30			
2:30-3:00		07 - Parallel Design Patterns	
3:00-3:30			
3:30-4:00	03 - Overview - Introduction to Parallel Programming		12 - Game Threading Methodology
4:00-4:30		08 - Overview – Parallel Architecture for Games (VC) - Mike P	
4:30-5:00			
5:00-5:30	04 - Curriculum Application Planning Exercise	09 - Curriculum Application Planning Exercise	13 - Curriculum Application Planning Exercise