

## Day 1 - Windows 8.1 Developer Training

Time	Session	Description
09:30	Arrival and Registration	
10:00	Imagine Cup Overview and Opportunity DreamSpark Offer	Windows and Windows Phone Challenge Details, National Final Plans and Timelines, and Competition Categories; Free Dev Tools Offer, Downloading Process, Linkage Between Technical Skills and Employability
10:30	Windows 8.1 Development Overview	Find out what makes Windows 8.1 great for development
11:00	Break	
11:15	Controls, Styles, ItemsControls and Lists	This is a dense deck with a lot of information. It's the primary opportunity for showing the controls for XAML, including the new ones. Covers the primary list controls
12:30	Lunch	SPU Restaurant
13:15	Design Language Overview Windowing and Layout	Design is very important. If you are creative, you can express yourself on Windows. If you are not, you may want to seek the help of other designers. Find out more about changes to snapped and filled views to more flexible windows based on user testing and direct feedback
14:00	WebView and RenderTargetBitmap. The new HttpClient	WebView has been overhauled and is much more flexible than the Windows 8 version. The new RenderTargetBitmap unlocks a number of key scenarios. New for Windows 8.1 – HttpClient from Windows.Web.Http.HttpClient
14:30	Break	
14:45	Contacts and Appointments	Covers the new / updated Contacts and Appointments APIs. Explains how to use and provide a picker. Key takeaways: Contacts and Appointments APIs enable your app to be a key part of the user's daily routine
15:15	Game Development on Windows	Learn more about game development options first hand from MSPs who have built games using C++, HTML5 and Unity
16:00	Q&A // App Development Coaching	Ask any question, show your app, and ask for help

## Day 2 - Windows Phone 8 Developer Training

Time	Session	Description
09:30	Arrival	
10:00	Designing Windows Phone Applications	Windows Design Language, Designing an App, Introduction to XAML Layout, Styles and Themes, Design Time Data, Data Binding, Lists and the LongListSelector
	Break	
11:15	Building Windows Phone Applications	Page navigation, Application Bar, Handling Page Orientation Changes, Handling Different Screen Resolutions, Localization, Windows Phone Toolkit, Page Transitions
12:15	Lunch	SPU Restaurant
13:00	Live Tiles, Lock Screen, and Notifications	Tiles in Windows Phone 8, Local Tiles API, Updating Tiles from ShellTileSchedule, Updating Tiles from Background Agents, Lock screen notifications for Windows Phone, Lock screen background for Windows Phone
13:45	Storing local data in Windows Phone 8 apps	Storing data locally using IsolatedStorage, IsolatedStorageSettings class, Serialization using JSON.NET library for JSON data, Serialization using sharpSerializer library for XML data, using database for storing data .NET API for SQLite - SQLiteWinRT
14:45	Break	
15:00	How to Leverage your code across Windows Phone 8 & Windows 8.1 (MVVM)	Using Portable Class Libraries to share code between Windows Phone and Windows 8.1
15:45	Q&A // App Development Coaching	Ask any question, show your app, and ask for help