

## Staff & Volunteers

A lot of effort for a great many people brought this event to you today. Listed below are the names of those who made this event a reality for all of us.

### Core staff

Nate "Myself" Bezanson

Brian "Bunsen" Bezanson

Tod "tod" Detre

Gina "the\_kat" Detre

Mark "nuintari" Doner

Nick "Squelch203" Duval

Jim "Vitruvius" Eastman

Jeff "Jeff" Godin

Jeff "Amishone" Goeke-Smith

Amy "Infowidget" Harmon

David "DaveDaDJ" Lauer

Brandon "KaosPunk" Knight

Eric "Relativity" Pinzur

Jodie "Tyger" Schneider

Paul "Froggy" Schneider

Kris "KrnIpanik" Suter

Dan "Muchomas" Washburn

Ken "IrKdub" West

Stephen "Inspired Chaos" Whittam

Jason "Beanalby" Viers

Tina "Mikaiyla" Viers

Domo-Kun

### Blockparty Organizers

Jason "Sketchcow" Scott

Christian "RadMaN" Wirth

### Volunteers

Andie, anoria, babyhuey, glacial23, grymstone, jon devree, Lady Nikon, Lauren, lizard, niteshad, p33r, purge, skyspook, xarmor and the many, many others who provided assistance!

# NOTACON 6



April 17-19, 2009  
Cleveland, OH

creativity

community

technology

...

## AND GIANT FRICKIN' ROBOTS

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The official Notacon font is Tele-Marines. The titles, headlines and body text are Tahoma. Other fonts include Zero Threes. Domo-Kun clip art by Froggy.  
Cover design by Ed Piskor.  
Final printing and binding done at Adkins Printing in Lakewood, Ohio.  
Please support your local businesses!

## Location Directory

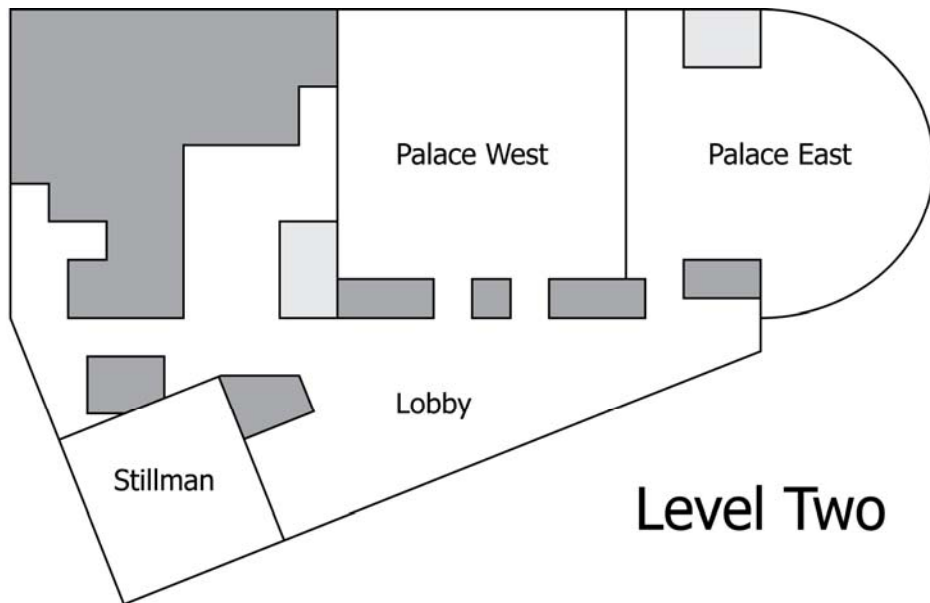
### Level Two

- Lobby: Registration  
Lockpicking  
Vendors and Organizations
- Palace West: Presentation Track 1  
Blockparty  
NWEOMA
- Palace East: Presentation Track 2
- Stillman: Workshops

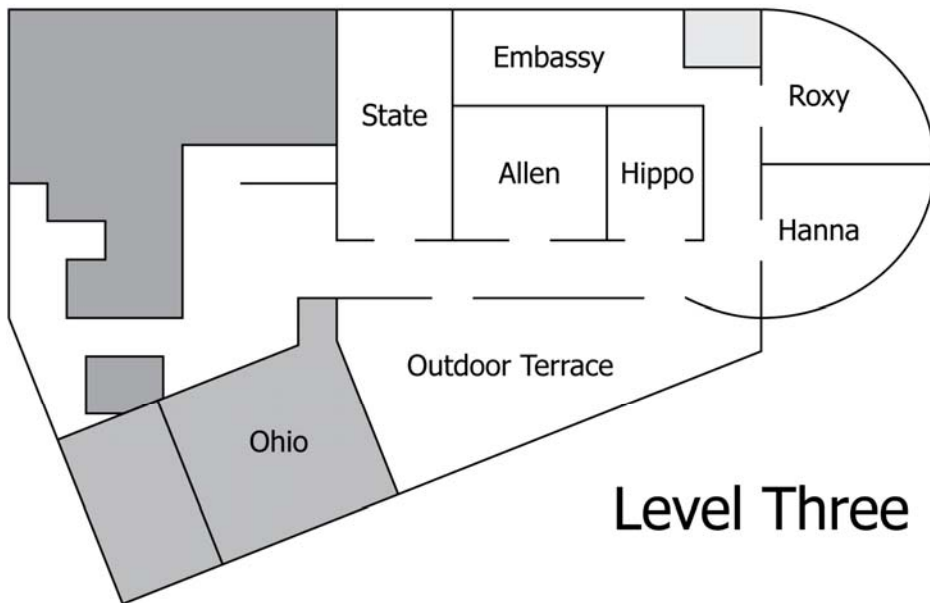
### Level Three

- State: Video Gaming  
Tabletop Gaming  
NOC
- Allen: Blockparty Lounge
- Hippodrome: Notacon Radio
- Hanna: Consuite / Lounge
- Roxy: N6C
- Embassy: Hacker spaces  
Hardware Hacking
- Terrace: Smoking area

## Floor Plans and Maps



Level Two



Level Three

## Rules and Regulations

Hello fellow Notacon and Blockparty participants! No one likes rules, but without them, this event is not possible. In the interest of making sure no one gets kicked out of Notacon, please observe the following simple rules as well as any posted hotel policies. For the love of all that is good and sacred, use some common sense.

1. Do not harm or destroy anything that is not yours, including that of the hotel, conference organizers or other participants.
2. Ohio law states that it is illegal to smoke indoors. Don't do it. Go outside.
3. Do not bring alcohol not purchased from the hotel into any of the ballrooms or public areas. If caught, you will be asked to leave and come back without it.
4. If you booked a room, please undo interior décor changes prior to your check-out. This includes "rearranging" the furniture. Be kind to the hotel cleaning staff and if you make a mess, at least leave a tip.
5. Do not hack, crack, phreak, socially engineer or otherwise infiltrate your way into any network device, phone system, service, or access point owned by either the Hotel, the conference staff or conference participants unless explicitly granted permission by the owner. Many participants are not computer and network security experts and are not savvy in regards to the potential danger their computers may be in. If you have time, please consider offering these people assistance in understanding and defending against potential threats.
6. Do not set up your own public network services (such as DHCP, DNS, etc.) or otherwise provide an uplink to another outside network (unless these services are properly firewalled off).
7. No fireworks, explosives or dangerous substances are allowed on the premises at any time.
8. Illicit drugs are not permitted at any time on the premises.
9. Weapons of any sort are not permitted in any event area. This includes firearms, knives, bludgeons, mace, tasers, cow prods, and key rings that are weapons. This rule also includes abominable body odor and bad breath. When in doubt, shower.
10. "Tagging", sticking and/or defacing property not yours is prohibited.
11. Please do not socially engineer the hotel staff or security. You may try to socially engineer the Notacon staff under the right circumstances. Chances are it won't work though. We hope.

**IN GENERAL: DO NOT BREAK ANY LAWS.** Some of our presentation content may discuss or demonstrate techniques that, theoretically, could be used to violate laws and conference rules. We kindly ask that you do not attempt any of them at Notacon. Please be well versed in regards to what the laws are concerning these activities. We will not take responsibility for your actions and/or stupidity.

Anyone found violating the rules or causing trouble will be kicked out without refund. Likewise, the hotel has policies in place that will deal with people causing problems. The Notacon staff fully supports any decision the hotel makes in this regard. This is all common sense! Please report any problems, vandalism, thefts, etc. to a Notacon Security Agent immediately.

# Important Notice About Your Stuff

All conference attendees are responsible for securing and watching over all of their own belongings. This includes, but is not limited to: theft, tampering, destruction or loss of any kind. Under no terms will FTS Conventures, Notacon organizers, Blockparty organizers, or the venue take responsibility for any articles unless specifically agreed to in writing. Any equipment or personal belonging brought into any conference area is done so

**AT YOUR OWN RISK.**

# Photo and A/V Recording Policy

1. If you are member of the press or any news gathering and reporting organization, you should have already read the press policy on our website prior to the event. If you have not, please do so before proceeding. Contact the Notacon staff for more information.
2. There will be at least one Notacon and/or Blockparty staff photographer/historian. They will follow the same rules as members of the press.
3. No video or audio recording may be made of any speaker without express permission of the speaker. All presentations for which we have previously secured permission will be videotaped. Copies will be made available from Media Archives both during and after Notacon for a nominal fee. Videos will also be freely available online under a Creative Commons license online after the event.
4. Attendees in "public" areas such as the hotel bar, NOC, consuite, etc. may be photographed and/or videotaped. However, please be professional and non-intrusive. If someone asks you to stop taking pictures, please be courteous and do so. Note to attendees: This implies that if you do not wish to be photographed or possibly videotaped, do not hang around the public areas and be aware of who is pointing a lens at you. You have been warned!
5. Please ask artists and musicians if you may photograph or record their work prior to doing so. Some artists may be sensitive to having their work duplicated or depicted in a manner they have no control over.

# A Note to Smokers

Having a nic-fit? Worry not! The outside patio area on the third floor, adjacent to the conference areas, is open for smokers to use. Ohio law prohibits smoking indoors and near building entrances. Likewise, the Wyndham has a hotel-wide no-smoking policy in all of their hotel rooms and public areas.

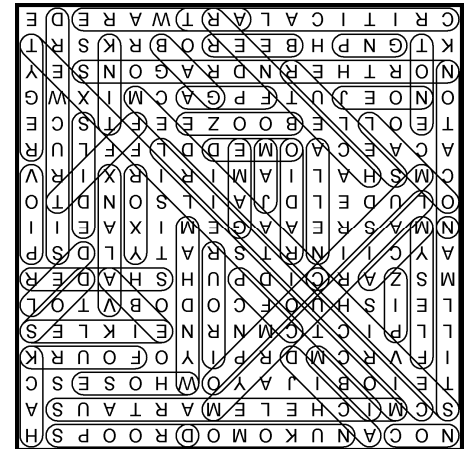
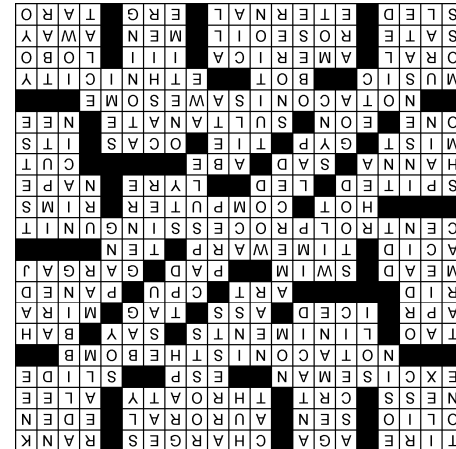
Thank you in advance for your consideration!

# Local Area Map



JERI ELLSWORTH  
NO STARCH PRESS  
MEMEDJUMP  
TECHNOLOGY

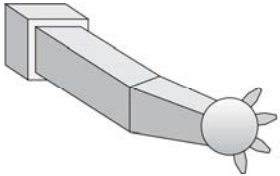
BLOCKPARTY  
DUALCORE  
COMMUNITY  
CREATIVITY



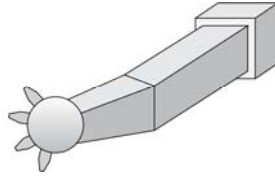
# Notacon Shout-outs!

NOTACOOOON!!!!  
 ==  
 Traverse City Fragfest [www.fragfest.cx](http://www.fragfest.cx)  
 ==  
 i less than three you, Rob T Firefly.  
 ==  
 Froggy and Tyger Rock!  
 ==  
 Have you ever seen a squonk's tears?  
 Well, look at mine.  
 ==  
 Rentech Solutions rocks! ([rentech-solutions.com](http://rentech-solutions.com))  
 ==  
 Network equipment provided by Amplex Internet ([amplex.net](http://amplex.net))  
 ==  
 Thank you No Starch Press ([www.nostarchpress.com](http://www.nostarchpress.com))  
 ==  
 TEXTFILES.COM, for all your nostalgia needs.  
 ==  
 The Daily WTF ([thedailywtf.com](http://thedailywtf.com))

It's not news, it's FARK (party 4/17 in the Wyndham Bar)  
 ==  
[www.gonullyyourself.org](http://www.gonullyyourself.org) a proud supporter of free knowledge  
 ==  
 Special thanks to N2Net and NetX for supporting us all these years ([n2net.net](http://n2net.net))  
 ==  
 Notacon's Audio Visual needs supplied by Rentech-Solutions.com  
 ==  
 Recordings of Notacon talks brought to you by Media Archives.  
 ==  
 Anything but Ethernet prizes courtesy of EAE Sales ([eaesales.com](http://eaesales.com))  
 ==  
 Notacon would be nothing without the community. Thank you all for your support.  
 ==  
<http://HackLab.to> - Toronto's hackerspace!



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6	3	5	1	9	4	7	2	8	8

# Workshops

## Proce55ed Synaesthesia for fun and profit

Tim "Guybrush" Cowley

### Saturday Noon to 5 PM

Want to play with sound and light? Want to pick people up at parties with cool tech? Want to make tiny amounts of cash doing live visuals for your friends band? Don't feel like spending 50+ hours carving out C++ and HLSL code to do that? Using the OS agnostic Processing ([processing.org](http://processing.org)) platform, this camp will get your hands dirty and your computer (Mac, \*nix, or windows) dancing to the music. Guybrush will present short (20 minute) bursts of theory in between hands-on open hacking sessions, aimed at making YOU proficient at creative, real-time graphics. Bring your laptop, a usb mic (your Rock Band mic works great!) your favorite music, and your sense of wonder.

Bio: Madman. Genius. Visionary. Psychonaut. Tim has been shoveling triangles as fast as he could since he got his hands on an OpenGL Red book in 1999. Since 2003, he's been making demos with the Northern Dragons. In 2006, he released a WMP viz pack that has blown past 1 million downloads. 2008 he presented an extremely hard to use HLSL-based vis framework at Notacon/BlockParty. Later in 2008 he created a set of real-time music visualizations in processing for a live show for the Seattle band Terrene. Tim is a graphics hacker at Microsoft.

## Password Strength Presentation and PGP Key-signing Party

Steven Dee

### Saturday 7 PM

Information security is hard to get right. Central systems like SSL require trusted third parties and large amounts of infrastructure, and leave themselves prone to attacks. PGP, on the other hand, is a decentralized system that only requires you, a friend, and a computer. This event will begin with a one-hour presentation introducing PGP, public-key cryptography, and information entropy (i.e., the art of counting the bits in your password,) to be followed by a two-hour-long workshop and key-signing party. If you have a laptop, you can generate a key right there; otherwise, get one beforehand and bring a fingerprint to participate.

Bio: Steve is currently pursuing an undergraduate degree in Computer Science, Cognitive Science, and Mathematics at Case Western Reserve University. Currently president of the Case ACM chapter, he founded CWRU Hacker Society, and believes that communicating with each other is one of the most important things hackers can do.

## Knitting at (K)Notacon - Stitch & Bitch

lizard

### Friday Noon to 3 PM

Bring your crafts to Notacon! Knitting, crochet, cross-stitch, embroidery, origami, sewing, mending, or anything else you feel like working on. I'm hoping to see a

friendly group of folks hanging out, chatting, and working on their projects. This is going to be really unstructured; drop in for a few minutes between presentations, or hang out for the entire time! There will be some extra needles and yarn for folks who would like to come and learn how to knit.

Bio: Liz has been cross-stitching for 15 years, knitting for 4 years, and has been hosting a weekly Stitch & Bitch in her home for the past three years.

## **NSHacker: How to use Objective-C to Reverse-Engineer, Inject New Functionality Into, and Otherwise Destroy Your Mac.**

**Steve Mokris & Christopher Wright**

### **Saturday 6 PM**

The presentation will begin with an introduction to Objective-C, targeted at people with a basic understanding of the C language, and how the Objective-C object model and runtime implementation differ from other languages such as C++. We then explain several methods for injecting code into closed-source Objective-C applications, ranging from the well-documented and innocuous to the terrifyingly skanky. Following that, we will discuss several reconnaissance techniques --- discovering functions and data structures within these closed-source applications, which can then be used by the injected code. Throughout the lecture we'll provide some simple hands-on demonstrations of the techniques described, and at the end we'll provide an overview of some of our larger hack jobs.

Bio: kineme.net has been hacking Apple's Quartz Composer since it was publicly released in 2005. We reverse-engineered a technique for adding new functionality to Quartz Composer and have developed dozens of plugins --- mostly open-source -- - which have greatly expanded the realm of possibility for real-time interaction using Quartz Composer.

## **Performances**

### **New West Electronic Arts & Music Organization (NWEAMO)**

#### **Friday 10 PM**

Experience a performance like no other. These professional musicians will take everything you thought you knew about music and turn it upside down. An experience NOT to be missed.

Due to the nature of the performance, participants are asked to be respectful and avoid entering and leaving the performance space except during intermissions, as you will disrupt the performers and the audience. Buy your drinks ahead of time and bring them in with you!

game and its rules, some discussion of basic strategy, and an overview of what it is exactly that makes the game so difficult for computers to play.

Bio: Jason Viers has long been fascinated by the simplicity and beauty of the game Go, and committing to this presentation has finally given him enough of a kick in the pants to get him to really learn something about it.



## **Special Thanks to Media Archives!**

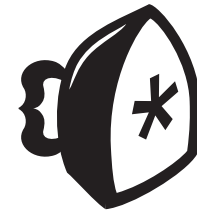
**They have recorded audio and video for Notacon  
FREE OF CHARGE to us for four years!**

**Please support them by purchasing  
DVDs in the lobby. Without them, we  
would not be able to release the  
media for free online after the event!**

Visit their website at:

[WWW.MEDIAARCHIVES.COM](http://WWW.MEDIAARCHIVES.COM)

**Richard Forno:  
Infowarrior.Org and  
Longtime Notacon  
Supporter.**



**no starch  
press**



**con.talk.w32.x86 --OR-- stop clicking on those  
\* & \* & \$ # email attachments, mom!**

**ultra laser**

**Saturday 2 PM**

The internet is great for taking technology and putting it to use in a way that it was never intended for. There's one particular novel use of technology that the internet is particularly great for!

Porn?

Ok, ok, two uses. Here we'll look at some of the interesting, scary, and crazy ways that malicious software can be hidden in just about everything you find on the internet, for the purposes of stealing your identity, credit cards, or worse...

And as not to disappoint those of you who were just interested in the porn, malware is often found on porn sites... I'll just leave it at that.

Bio: Ultra laser doesn't work well under pressure and 120 word limits on describing himself. He is an elite hax0r with a sooper seekrit pseudonym. He likes pina coladas and long walks on the beach.

**Pennies, Pawn Shops, and Persistence: The  
Creative Process on a Budget**

**valanx**

**Friday 3 PM**

The purpose of this presentation is to inspire others to use what is around them to create something fascinating, if only for their own amusement. The discussion will attempt to outline methods when designing various tools, displays, and other objects. Economical ways to acquire shop tools will be explored, along with finding effective workspace. Several creations will be shown in varying degrees of completion, with follow-on discussion at each stage outlining lessons learned in the project. All of the projects were completed with a very small budget in mind to allow maximum community participation and inspiration. The projects involve the Sea Otter lockpicks, a lock decoder, displays, artwork for FOOLS products, and the Ark of the Covenant 2.0.

Bio: valanx is a member of the Fraternal Order Of LockSport (FOOLS) and is responsible for creating the displays for the Lockpicking Pagoda, the Ark of the Covenant 2.0, the FOOLS logo, and has collaborated on projects with other FOOLS and the PacketSniffers. He has given demonstrations on lockpicking and pick design at DEFCON and NOTACON.

**Intro to Go**

**Jason Viers**

**Friday 6:30 PM**

A presentation aimed to introduce people to the amazing game Go. It is the oldest game still played in its original form, yet it's one of the few games that humans still regularly trounce the best computer programs. This presentation will describe the

**Auralizing Cellular Automata - Bringing Sound to  
Conway's Game of Life**

**Gregory Brown**

**Friday 3 PM**

I have long been fascinated Conway's Game of Life, the familiar cellular automaton created in the 1970s. I recently became curious about finding ways to use the evolutionary and patternistic aspects of the game as a way of generating music. My first attempt was IChabod (which will form the first part of the presentation) for MIDI piano. Each iterative state is represented by an 88 (number of keys on the keyboard) by 16 (arbitrarily chosen number of attacks per state) grid. The states are then rendered in succession. Over the course of the piece, the initial state is revisited and allowed to evolve with different rules, forming a sort of theme and variations. The second piece in the presentation uses a similar grid-based state and introduces ideas of self-similarity as a way of generating both the individual sounds and the form of the piece as a whole.

Bio: Greg holds music degrees from Amherst College (BA), Westminster Choir College (MM), and the University of Georgia (DMA). His primary focus has been in the areas of choral conducting and composition, both of which he currently teaches as a Visiting Assistant Professor of Music at The College of Wooster (Ohio). His eclectic compositions reflect a wide range of influences, including his undergraduate interest in geology and computer science. One of his choral works was recently premiered in NYC and heard on Sirius/XM radio, and another work featuring live trumpet and pre-recorded electronic sounds will be premiered this February in Tacoma, WA.

**Dottore Who**

**Jess Rudolph and the Confused Greenies**

**Saturday 11 AM**

A performance of the grandest production The Confused Greenies have done to date - "Dottore Who", a farce that parodies various science-fiction media and concepts. Because many SF plots and special effects employ technology, this production will combine a live stage show with pre-recorded film, actors interacting with prior footage made by the troupe. One costume includes a motorized and remote-control Dalek and other costumes and props are constructed from recycled materials and thrift store finds used new. After the performance in the time remaining the Greenies are open to discussing their methods and any input on utilizing technology in amateur theatre.

Bio: Jess is the founder and head of The Confused Greenies, a theatrical troupe that specializes in a commedia, a masked, improvisational slapstick style. He also normally plays the troupe's zany harlequin fool.

**Project Ruori**

**Friday 7:30 PM**

Project ruori performs retro-futuristic electronic music, making use of old-fashioned sound synthesis techniques such as the viola, clarinet, the sound chips of the Nintendo Entertainment System and Commodore 64, and a variety of knives and

other kitchen devices --- but relying on modern technology for interactive sequencing and interactive visuals using a suite of commodity and homebrew software. Topics which are commonly tangentially addressed include meaninglessness and absurdity, societal reconceptualization of rationalization, the iron cage, the iron curtain, and the glass ceiling.

Bio: project ruori is a top-secret fellowship manufacturing works apparently plagiarized from the communist rubric. We juxtapose concrete music and rock formations, self-referential madlibs, snippets from marketing class recitation, sonograms of top-40 popsongs, and an indeterminate quantity of cordless office supplies to harrass eavesdroppers with an overwhelming intellectual scientific proof. (Just like mother used to make.)

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## Dual Core

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### Saturday 9 PM

Our very own int eighty of Dual Core is back for another year at Notacon. After packing some additional shows under his belt (Defcon, CCC Camp, ShmooCon), he returns with all new music for another entertaining set at Notacon 6.

Dual Core consists of an mc, int eighty, and a producer, c64. The duo create and perform a fusion of hip hop influences combined with smart, witty lyrics about a broad range of topics. The songs cover subjects such as Star Wars, Mega Man, MySpace, super heroes, hip hop and hacking.

To get familiar with their style, check out [dualcoremusic.com](http://dualcoremusic.com)

## Events and Games

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### Opening Ceremonies

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Featuring Notacon & Blockparty crews

### Friday 11 AM

The founders of Notacon and Blockparty kick off the weekend's festivities and go over some of the highlighted events, presentations as well as covering some of the event ground rules and procedures.

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### Whose Slide is it Anyway?

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### Friday 9 PM

Picture yourself about to give a presentation in front of hundreds of people... lights shining in your eyes, microphones tuned to amplify your every utterance, video and audio recordings to prove that you in fact did just say that. Imagine that your audience is itching to heckle you or otherwise make your life difficult. Realize you have never before seen the slide show you are about to present on, nor know anything about the topic!

Sound like your worst nightmare? NO! This is "Whose Slide is it Anyway?" Borrowed

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## Hacking Cognition

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Tottenkoph

### Friday 6:30 PM

As a result of the constant high stressed, sleep-deprived, and malnourished state of being that the majority of us live in, smart drugs are considered a normal part of life. Wake up, grab a Monster on your way to the office and then pop out for a smoke when your head feels like it is about to explode in order to help you relax and refocus.

Our presentation will give an overview of what parts of your brain controls various cognitive functions, stressors that effect these functions, the more popular smart drugs that are currently available, which cognitive functions they affect, and the short and long term effects that are associated with each. At the end of the presentation, we'll have caffeinated pixi sticks for members of the audience to take with them.

Bio: Tottenkoph is currently working on her bachelor's of science, wrapping up her major in IT Management and getting a late start on her degree in biochemistry. When she's not at school, Tottenkoph can be found at the local Veterans Hospital, bugging the doctors with questions and volunteering part time. After getting sick of digital billboards, Tottenkoph tricked-err...convinced her old friend, Selkie, into joining forces for the talk.

**Audio / visual equipment, computers and accessories provided to Notacon courtesy of:**



Rentech  
Solutions

<http://www.rentech-solutions.com/>



composition at the University of Cincinnati College Conservatory of Music, her interactive multimedia opera, A King Listens, premiered at the Cincinnati Contemporary Arts Center and was profiled by apple.com. She is working towards a certificate in Deep Listening with Pauline Oliveros and has studied composition with Mara Helmuth, Cort Lippe and McGregor Boyle. She serves as the musical director for Kinesthetech Sense and sits on the boards of the BEAM Foundation, the Electronic Music Foundation Institute, the International Computer Music Association, the New West Electronic Art and Music Organization. She contributed a chapter of Electronic Music and the Studio for the Cambridge Companion to Electronic Music and her article on generative multimedia was recently published in Contemporary Music Review. Her work has been supported by the Presser Foundation, Centro Mexicano para la Música y les Artes Sonoras, and Meet the Composer. As an Assistant Professor of Music at Stony Brook University, she serves as Co-Director of Computer Music and is a core faculty member of cDACT, the consortium for digital art, culture and technology.

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## Super Jason Scott Presentation 64

Jason Scott

### Friday 1 PM

In some ways, time has given more perspective on the release of Super Mario 64 for the Nintendo N64 game system. As the first of the seminal Mario series to appear in 3D, a lot was riding on this game and Nintendo put the full strength of their software and hardware resources behind its creation. In this fast-paced but in-depth presentation, Jason Scott gives context and trivia related to Mario 64 and shows examples of how its groundbreaking approach could still be a source of learning and example for modern computer interaction.

Bio: Jason Scott is the administrator of TEXTFILES.COM and the director of a number of computer history documentaries. His interests lie in the fascinating area of the 1970-1990 home computer revolution, but he has been known to linger in other realms from time to time.

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## Programming The Sega Genesis For Mad Profit and Crazy Mad Profit

SigFLUP & Luis

### Saturday 8 PM

Learn about how to program the Sega Genesis from setting up a compiler environment to counting z80 cycles. Join SigFLUP and Luis as they describe VDP interfacing, emulator concerns, VGM writing, romulator design and much much more. Soon you'll be on the road to obtaining crazy mad profit!

Bio: SigFLUP is a Nintendo emulator author and a console programmer- in general she's been hacking the mook out of systems since her Atari 1040ST.

Bio: Luis is a third year student at NYU pursuing his Bachelor's degree in Digital Communications and Media. He is currently working as a Software Engineer for Thomson Reuters. In his free time he can be found playing competitive foosball, experimenting with electronics using Arduino or playing emulated arcade games.

from the Chaos Computer Club's "PowerPoint Karaoke", and loosely from the show of a similar name, where the points don't matter!

Random personalities, presenters, and maybe even YOU (if you are brave enough), will take the stage and have 5 minutes to successfully present a random PowerPoint slide show on a randomly chosen topic. Audience members will vote via boos, hisses, claps, shouts and other utterances.

Come for the laughs! Stay for the embarrassment!

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## MemeDump

Hosted by Jason Scott

### Friday 9:30 PM

Jason Scott reprises his crowd-pleasing collage of video clips, Flash movies and other foolishness from the past year and beyond. You never know what to expect...except that you will be amazed, entertained and laughing by the time it's done.

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## Temporary Hacker Space

Hosted by NYCResistor, HacDC, HackLabTO, Noisebridge, Pumpingstation:One

### Ongoing

Members from many national and international hacker spaces combine their powers and talents to create a temporary hacker space within Notacon. From reverse engineering, to hardware hacking to demo design stop by and learn what hacker spaces are really all about and how you can get involved.

Programming and events will be scheduled and posted throughout Notacon. So come on by to learn and create or simply to chill out.

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## Game Room

Hosted by Jason "Beanalby" Viers

### Ongoing

New for Notacon 6 will be a room dedicated to games of all sorts. From console games old and new to board games of all types, we hope the gaming lounge will provide a social gathering place where gamers of all stripes can come, relax and play together.

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## Rock Band Competition

### Saturday Afternoon

The Rock Band competition will be a full band, 4player competition. Bands will play a single song from a pre-set list.

Prizes will include "Highest Score", "Rockingest Band", "Best Band Name", and there will be some surprises too.

Crowd reaction will be used to judge some of the prizes. Signup sheets will be

available in the Game Room before the event.

## **Special Event Ham Radio Station N6C**

**Presented by KC2PIT**

### **Ongoing**

This year Notacon will have its own special event Ham Radio station, N6C. Please see the Notacon wiki ham radio page for more information on the station and how to get involved or visit the station on the second floor

The station will run the entire weekend of Notacon. Anyone interested in Ham Radio or already licensed is invited to participate.

There will also be an amateur radio license exam in the Stillman room on the second floor at 9:00 AM on Sunday. Walk-ins are welcome.

## **Lock Picking Village**

**Presented by the Fraternal Order of Locksport**

### **Ongoing**

Lock picking is a safe and fun sport that can be shared by anyone. FOOL and the Packet Sniffers will be hosting a lock picking pagoda where people can buy lock picks, learn how to use them, and try out a large variety of locks. Typical American locks that will be available consist of Master Lock, Brinks, ABUS, American Lock, along with various cabinet locks and Chinese knock-offs. Also at the table will be a selection of high security locks and cut-aways including but not limited to: Abloy, Medeco, Mul-T-Lock, EVVA, DOM, Fichet, and a lock that hopefully no one has had to encounter before. We will also have mounted door locks available so people can try out bumping and other lock opening methods. Lastly, a mounted Group 2 Sargent and Greenleaf safe dial will be available for people to inspect and try their hand at safe cracking.

This event is for demonstration and educational purposes only. FTS Conventures and Notacon do not condone breaking any state or federal law. Please check what the laws are in your area.

## **Gringo Warrior**

**Deviant : TOOOL**

### **TBA**

What happens when a good time goes bad? Imagine you are traveling south of the border and are kidnapped by criminals intent on extortion. Could you use your wits, stealth, and a hidden set of lockpicks to escape to freedom?

This year at Notacon, The Open Organization of Lockpickers will be running a scenario-based game in which contestants must use picking skills to free themselves from evil captors in under five minutes.

The course will offer a variety of locks representing a range of difficulty, allowing participation by people of all skill levels. Points will be awarded based on the time of

to being forced to emulate other instruments? This presentation will cover ways to add a Wii-mote to your musical tool box. It will also serve as an introductory peek into audio programming languages like Pure Data and Max/MSP, as well as a little bit of Electroacoustic composition. Ideas to be covered include: Making the actual connection, what's possible with a Wiimote, translating action into sounds, forming MIDI messages, and using external synthesizers.

Bio: Trevor graduated from Bowling Green State University in 2007 with a bachelor's in Computer Science, and is currently pursuing a Master's degree in CS from BGSU. His undergraduate minor was in Recording Technology, and this led to an interest in the nature of sound and musical composition from a Computer Science perspective.

## **The Fat Man and Circuit Girl: LIVE!**

**George Sanger & Jeri Ellsworth**

### **Saturday 7 PM**

At last year's Blockparty, Jeri Ellsworth and George Sanger, both Blockparty speakers, met for the first time, and hit it off really well. They collaborated at the party on a demo machine that won first prize in the wild competition, drank some energy drink together onstage, and have since done what everyone who gets along should do: start a TV show. Called "The Fat Man and Circuit Girl", this program features George and Jeri talking about electronics projects, art creation, music, and whatever else comes to mind. And in this spirit, we've invited them back for a special live broadcast of their show!

Bio: The Fat Man, George Alistair Sanger, has been creating music and other audio for games since 1983. He is internationally recognized for having contributed to the atmosphere of over 250 games, including such sound-barrier-breaking greats as Loom, Wing Commander I and II, The 7th Guest I and II, NASCAR Racing, Putt-Putt Saves the Zoo, and ATF. He wrote the first General MIDI soundtrack for a game, the first direct-to-MIDI live recording of musicians, the first redbook soundtrack included with the game as a separate disk, the first music for a game that was considered a "work of art," and the first soundtrack that was considered a selling point for the game.

On a 380-acre ranch on the Guadalupe River, The Fat Man hosts the annual Texas Interactive Music Conference and BBQ (Project Bar-B-Q), the computer/music industry's most prestigious and influential conference.

Bio: Jeri Ellsworth is best known as the engineer behind the C64-DTV, a Commodore-64-in-a-Joystick that has sold over half a million units. She has founded a computer store chain, designed race cars, and is hard at work building a classic arcade in Oregon.

## **Ferociously Interactive Media**

**Margaret Schedel**

### **Friday 5.5 PM**

Bio: Margaret Anne Schedel is a composer and cellist specializing in the creation and performance of ferociously interactive media. Her works have been performed throughout the United States and abroad. While working towards a DMA in music

Bio: Chris has been a licensed radio amateur since 1991, and has been experimenting with electronics since he was a toddler (when he stuck a fork into a mains outlet of his parents' home.) By trade he is a Network Engineer (read: router monkey) and is his spare time is currently working on an Atmega168-based radio-teletype modem while consuming large quantities of his favorite craft beers. Chris lives outside Syracuse, New York.

## Wizzywig: Hacking Out A Graphic Novel

**Ed Piskor**

### Friday 7:30 PM

Ever wonder what goes into making a graphic novel? Curious about the specific challenges involved in the creation of a graphic novel about hacking and phreaking? The graphic novel series, Wizzywig, has garnered a loyal underground following due to its respect and appreciation of the culture. The creator, Ed Piskor, will be on hand to discuss the process, and show off some art from the comics.

Bio: Ed Piskor is a Pittsburgh based cartoonist, best known for his work on American Splendor with Harvey Pekar and his comic series Wizzywig. He's currently putting pen to paper on the third volume of the series.

## Building, Securing, and Living With Game Servers

**Bruce Potter**

### Saturday 6 PM

Running a game server can be a crazy experience. As online games become more popular, more people are running game servers for fun and for profit. Unfortunately running a server to host your favorite game can be a huge challenge. Buggy server code, crazy problems deep down in the kernel that effect game play, asshat players trying to hack your server, and dealing with other server admins are just a few issues you'll run in to. And, honestly, the internal workings of game servers and how they interact with the hardware and software is fascinating in its own right. This talk will cover all aspects of running your own game server. You'll learn about kernel interrupt handling, remote server administration, game hacking, server statistics, and the culture of running game servers. And maybe, just maybe, there will be some TF2 playing.

Bio: Bruce Potter (gdead@shmoo.com) is the founder of The Shmoo Group of security professionals, a group dedicated to working with the community on security, privacy, and crypto issues. His areas of expertise include wireless security, software assurance, and advanced IT defense techniques. Mr. Potter has co-authored several books and is a regular speaker at security conferences. Mr. Potter was trained in computer science at the University of Alaska, Fairbanks and is currently the CTO of Ponte Technologies.

## Wii-Noises

**Trevor Reiter**

### Saturday 3 PM

Video games that let players emulate musical instruments are a dime-a-dozen. The Wiimote is a fresh idea in human-computer interaction, so why should we subject it



## **SerialWombat.com**

### **A Serial Wombat:**

- Is a microcontroller programmed with custom firmware
- Connects to a PC, Palm-Pilot, WinCE handheld, or other "Smart" host device through the serial port
- Acts as "Arms and Legs" by giving the host device Digital and Analog I/O capabilities
- Uses a simple 8 byte protocol
- Is designed to be attached to the host device during operation
- Provides up to 32 digital I/O pins
- Provides up to 13 Analog inputs
- Comes pre-programmed. You don't download any program to the Wombat; you send it commands in real-time
- Includes functions to reduce the work of the host device, including servo control, stepper motor control, LCD display control, keypad scanning, filtering, averaging, rotary-encoder and many other pin-modes.
- Can be upgraded by the user when new firmware comes out

**Contact: [jbroadwell@serialwombat.com](mailto:jbroadwell@serialwombat.com)**

**Skype: serialwombat**

completion as well as the difficulty of locks attempted. Big fun for all involved and a super-kickass prize for the winner.... come and have fun being a Gringo

## Anything but Ethernet

**Hosted by Myself**

### Ongoing

Too many kids, and a fair share of old farts, think the world runs on cat-5. It just ain't so! From the first smoke-signals and drumbeats of prehistory, to modern multi-gigabit optical links, there's a lot more to communication than just Ethernet frames riding twisted pair. This contest aims to celebrate the long and varied history of communication.

### Scoring

"Bidirectional", aka duplex, aka "real" networks, are those that provide enough bandwidth in both directions to accomplish useful tasks. They must be operational to qualify for judging, and should allow a user to send email, transfer a file, or otherwise do real networky things. Judging criteria are flexible, but speed is not an issue.

The "Unidirectional", aka simplex, aka "toy" category is being added to allow homebrew hackers to enter without having to build two of everything. As with the duplex category, simplex entries should actually move data from one end to the other, but accomplishing a useful task is not required.



**WWW.EAESALES.COM**

Each media type only counts once, though multiple types within a category count separately. More information is in the Notacon wiki.

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## **Notacon Jam Session**

**Hosted by Glacial23**

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### **TBA**

All attendees of Notacon are welcomed to join in as we see how many people and instruments we can cram into one mixer, all performing live.

Some instruments will be provided (keyboards, turntables and who knows what else). However feel free to bring your own instruments, voice, weird electronic toy, bongo drum or whatever else you have lying around that could theoretically play music of some sort. It will be our goal to provide a MIDI sync for digital instrumentation. Please bring extra cables, mixers, etc. and make sure to label everything if you expect it to be returned!

We intend to break the session into different parts to allow each session to have it's own time and space and, hopefully, its own unique feel.

After the jam session, we will open the stage and turntables to DJs wishing to spin records or perform a live set. A sign-up sheet will be provided.

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## **Notacon Radio**

**Presented by Krnlpanik & Jason Scott**

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### **Ongoing**

The Notacon Radio project is back for another year. We hit the airwaves on Friday and we don't stop until the ball drops on Closing Ceremonies.

This is a great chance to have some fun while you mingle and BS with your fellow Notaconners. We are looking for people who are interested in doing a live (or even pre-recorded) show. It can be art or tech themed, or just consist of random thoughts about life and the universe in general--it's entirely up to you! The only caveat is: NO MUSIC. Our goal is 48+ hours of solid Notacon-interest radio.

Questions? Ideas? A burning desire to ramble for an hour about the elegance of the CPU scheduling algorithm for the MULTIX operating system? Please email the Notacon radio station manager at [krnlpanik@notacon.org](mailto:krnlpanik@notacon.org) or [jason@textfiles.com](mailto:jason@textfiles.com) and they will be happy to help.

Also, check out the website: <http://www.notaconradio.org/>

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## **Notacon Rant Session: Tell us how it went!**

**Hosted by Froggy**

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### **Sunday 11 AM**

How did your Notacon and Blockparty go? This is your chance to give input directly to those running the event! Without it, we really have no idea what it is you want nor

The talk starts with an introduction to magstripe cards and how information is encoded onto the cards. The next section discusses what tools can be used to read and analyze magstripe cards. Next we test the myth by looking at data collected from a large number of hotel keys to determine what personal information is stored on them. The talk concludes with a discussion of advanced magstripe analysis, data manipulation techniques and how these techniques can be used during penetration tests and security assessments.

Bio: By day Matt Neely is the manager of the Profiling team at SecureState where he focuses on penetration testing, web application security reviews and wireless security assessments. By night he is The Great Zamboni, pursuing his research interests in lock picking, security convergence and wireless hacking. He also co-hosts the Security Justice podcast along with Dave, Tom, Tyler and Chris.

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## **The World of Free Book Publishing**

**Rob "Flack" O'Hara**

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### **Saturday 8 PM**

Despite an increasingly digital world, there will always be a place for the printed word. As the author of two self-published books dealing with technology, in my presentation I will discuss the process of self-publishing technology-related books from start to finish -- this will include everything from planning and writing a book to editing books, self-publishing your book for free, and marketing your book to fellow technophiles. While websites are by far the quickest way to spread information, written books are by far the most resilient way to archive it. The goal of this presentation is to spark the inner writer/documenter in hackers and inspire them to document their discoveries and inspire others!

Bio: Rob "Flack" O'Hara has loves playing with technology and the English language. Rob is the author of "Commodork: Sordid Tales from a BBS Junkie" and "Invading Spaces: A Beginner's Guide to Arcade Collecting," and has been published in 2600: The Hacker's Quarterly, Cult of the Dead Cow, Videogame Collector Magazine, Forever Retro Magazine, Retro Gaming Hacks (O'Reilly Books), and several other publications. Rob was a founder of Soulz at Zero, the OK Krackers, tbh405, and is currently a member of the cDc's Ninja Strike Force.

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## **Hacking and Amateur Radio - Consumer Telecommunications is for Noobs**

**Christopher Pilkington**

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### **Friday 5:30 PM**

The idea of venturing into amateur radio seems ridiculous given the current economic conditions, and given most can already communicate globally using the Internet. The presentation will attempt to dispel some of the misconceptions of amateur radio (or at least qualify some of the unfortunate truths), and demonstrate the many facets of amateur radio that are intriguing to the hacker, particularly the long-standing tradition of home building radio equipment. Familiar techniques of the hardware hacking scene, particularly microcontrollers and devkits like Arduino will be incorporated, modernizing what has, until very recently, been a predominantly analog art. The hemorrhaging-edge of "home brewing", software-defined radio, will be discussed, as well as more entry-level home building of test equipment and simple transceivers.

## **Immersive Video: Photogrammetry in Game Development**

**Steve Mokris & John Bowditch**

### **Friday 5:30 PM**

By utilizing recently developed technologies such as 360-degree photography and immersive video, our team can construct accurate models of buildings and other sites that may be considered at risk for terrorist attacks, hostage situations, or other disasters. For example, if a large-scale fire breaks out on the 10th floor of the Cleveland, Ohio 5/3 Center, first responders will be able to navigate through a virtual world representation, and design an appropriate response. While this project is primarily designed for emergency response, the platform can also be used for planning, prevention, and recovery needs. The presentation will consist of a demonstration of the technology used to capture photos and videos, the process of building a virtual world from this visual data, and the current status of the overall project.

Bio: The Game Research and Immersive Design (GRID) Lab, an initiative of Ohio University's Scripps College of Communication, was developed by college staff and faculty to provide the Appalachian Ohio region with training, education, and an opportunity to develop technical and creative skills through the use of interactive digital game technology. The GRID Lab also serves as an innovative and creative center for undergraduate, graduate, faculty and staff research and project development.

## **The Strange and Creepy World of Brain Fingerprinting**

**NeOnRa1n**

### **Friday 8:30 PM**

Imagine a world in the future where your thoughts could be used against you to sentence you for a crime, could decide if you will be allowed fly on an airplane, or could decided whether or not your own government considers you a terrorist. Sound like something out of dystopian novel? Feel free to bring along your tinfoil hat because this presentation will explain how the ground-work for this type of future is being explored by the science of today.

Bio: NeOnRa1n has never graduated from any secondary institution, has never held down a job of any great importance, and yet seems to give quite a few speeches on the avant-garde subject called neurohacking. Kind of makes you wonder, huh? Oh yeah, she still hasn't written a book either.

## **Notacon Mythbusters: Is Personal Data Stored on Hotel Keys? Using Magstripe Analysis Tools to Discover the Answer**

**Matt "Zamboni" Neely**

### **Friday 7:30 PM**

For years emails and rumors have circulated that personal information such as credit card numbers, names and addresses are stored on hotel room keys.

how better to run the event so that everyone can get more out of it! We encourage questions and suggestions. What event was the most fun? What presentation made you think the most? Which demo did you think really deserved top honors? Did you learn anything new this year?

This event wrap-up will include a breakdown of Notacon costs and go over some of the numbers that make Notacon happen.

Make your voice heard! There will also be written feedback forms that will help us to plan for next year.

## **Blockparty Awards Ceremony**

**Hosted by RaDMan and Jason Scott**

### **Sunday Noon**

After many intense days of competition, including untold hours spent before Blockparty to compose and develop the various compo submissions, find out who is top dog. Come support the artists, musicians and programmers who put in so much hard work into their entries!

Many awesome prizes will be awarded.

## **Closing Ceremony & Awards**

**Hosted by Froggy & the Notacon core team**

### **Sunday Noon thirty**

After three tireless days working the event, , and 362 days of planning, Froggy will clutch the podium for dear life and give Notacon and Blockparty a final farewell for the year.

If he is in the mood, he may hand out awards to the remaining Notacon attendees for whatever categories he comes up with at the last minute. Traveled the furthest to get here? Had the funniest hack of Notacon? You name it, he'll likely think of it... if he's still awake and sane. Prizes will be handed out at his discretion.

# **WORD MIXER-UPPER**

**CRACYLOBTP  
RACELOUD  
MICTYNOUM  
YAVITTERIC**

**LOTHYGENOC  
PMMMEUD  
RASPCHORESSTN  
SHORTWERELLIJ**

*Solution on page 41*

# Blockparty Competitions

Read this part, it's different this year. For this, the third year of Blockparty, we took a number of looks back, listened to some excellent feedback and reviews, and considered what would be best for the competition. Demo Competitions are a very regimented thing, with a lot of tradition and rules that have been put together over decades. The fact we're tinkering with them means we're stepping in a different direction, and we welcome feedback about this. The goal, in the long run, is to realistically include all manner of machines, operating systems and projects, while trying to leave some of the judgment to the audience in voting.

Subsequently, you will see a few big changes: Non-Windows and Non-PC competitions in the demo, and an additional "old school" competition. We're also combining what used to be the "streaming" and "old school" music competitions into a single "music" competition, and changing the rules for what "old school music" is. We think this allows people who do anything but "mainstream" demo coding and music making to be involved in the main competitions without being relegated to "wild". This will also introduce a level of complexity to the process, but we hope you'll work with us to overcome it. So, on with the rules.

Competitions at Blockparty will be demo, oldschool demo, HiRez, textmode, music, oldschool music, photography, and wildcard. All compos will be governed by the general compo rules as well as rules specific to that compo.

Our intention is to have a compo only if we have enough entries to justify a true competition, so a compo may be cancelled due to insufficient entries. A minimum of 4 entries make a competition -- or it's cancelled.

All entries submitted to a compo will be published on internet file servers, unless a competition is cancelled. Any prizes from cancelled competitions will be joined to other competitions at the discretion of the organizers.

Conversely, competitions may be subdivided if there are too many entries. For instance, if there are a large number of demo entries, the compo may be split into a "64K and under" demo compo and a "over 64K" demo compo.

Photography must be created by single attendees who also attend the party.

Wildcard demos are typically animated short films, or short visual productions. The demos should involve the use of technology in some way. Additional surprise competitions might happen at Blockparty as opportunity presents itself.

If you have any questions about the rules or competitions, please contact the organizers and ask.

## General Compo Rules

- **Deadline for all entries is 5:00 PM Saturday, April 18th, 2009.**
- Only original, unreleased works may be submitted to a competition.
- At least one team member or creator of the work must be physically present at

wireless streaming internet radio. For years, the WRT54G has been the router of choice for hacking and unusual applications. I'll show you why you may want to consider using the WL-520gU in your next project instead.

Bio: Jeff Keyzer is an electrical engineer and hardware hacker who lives in San Francisco and operates under the handle mightyohm. His diverse interests include embedded systems, RF and analog circuit design, microcontrollers, cars and fuel injection systems, machining, welding, and fabrication. He hosts a blog at mightyohm.com featuring tutorials, project notes (most with full schematics and source) and other resources for people who live and breathe electronics.

## The Uses of Disorder: Chaos Theory as it Relates to Demos

Mark Lenigan & Kirk Lenigan

### Saturday 2 PM

Fractal graphics have been a part of the visual toolkit of the Demoscene for years now. However, they are only the tip of the iceberg when it comes to the mathematics of complex, non-linear dynamical systems (popularly known as Chaos Theory). This talk will introduce you to the basics of chaos theory and the applications of it for the Demoscene in particular.

Bio: Kirk Lenigan holds a Master's of Science degree in Computational Mathematics from the University of Michigan-Dearborn. He currently works as a sysadmin in CAD systems for a major Tier 2 auto supplier in Michigan.

Bio: Mark Lenigan holds a Bachelor's of Science in Physics from University of Michigan-Dearborn. He's been playing around with computer graphics and math for well over a decade, mostly with an eye towards scientific visualization and data analysis.

## "Pilates" for Common Cubicle Injuries

Michele Martaus

### Friday Noon

People suffer from many common posture problems as a result of office work. We are moving less as technology promotes a more sedentary work environment and lifestyle. Performing small, repetitive movements like typing and sitting for long periods takes a toll on ones body and health. Michele will describe several issues that affect people who spend their day behind a desk. Some of these common injuries include: carpal tunnel syndrome, forward head syndrome and low back pain. She will address these and other injuries and introduce exercises that can be performed in a cubicle. Who knows, maybe your whole office will join in the fun!!

Bio: Michele is continuously looking to study and learn more about movement in the human body. She has studied with Kelly Kane at the Kane School of Core Integration in New York City, Kuan Hui Chew, a dancer, movement therapist and Pilates instructor and more recently Marie-Jose Blom-Lawrence a member of the faculty at Southern California's Loyola Marymount University, an anatomy/kinesiology and physiology teacher. In May 2007 Michele completed a week-long dissection on three cadavers with Gil Hedley at the University of Medicine and Dentistry of New Jersey to further her study of human anatomy. She plans to do rehabilitation work with Pilates in the fields of injury prevention and rehabilitation.

## Hacking Light - How we came to love Holga and Other Stories of photo hijinx

Jeon & Treize

### Saturday 6 PM

Almost everyone has a camera. But how many of you have done anything but turn it on and take a picture? In this talk we will show what you can achieve with "toy" cameras, How to resurrect old cameras to use modern film, how to get your digital camera to see the world in a whole new spectrum, and more.

Bio: Both have worked over 5 years each in the photo and imaging industry for various companies.

## Fast-Track: Advanced penetration techniques made easy

David "ReL1K" Kennedy

### Friday 3 PM

Advanced penetration testing techniques are often thought of as taking large amounts of knowledge and experience in order complete. Fast-Track is an open-source penetration testing suite that allows penetration testers attack vectors never before seen. In this presentation, David will present the features of Fast-Track, gaining remote access to systems via popular attack vectors like SQL 1433, SQL Injection, buffer overflows, client-side attacks, and various other methods that Fast-Track allows you to simplify. Additionally, traditional payload methods using the debug conversion method only allowed payloads of 64kb, Fast-Track has a new attack vector that completely bypasses this restriction allowing you to delivery whatever size payload you want. Fast-Track is available on all \*nix platforms and is also featured in Back|Track 3, Back|Track 4, and NUbuntu.

Bio: David Kennedy is a Principal and Practice Lead at SecureState, a Cleveland Ohio based Information Security consulting firm. Before SecureState, David worked with the National Security Agency (N.S.A.) and became one of the lead instructors on penetration testing. David has presented at numerous conferences and seminars including DEFCON, HTCIA, ISSA, ISACA, and the Northeast Ohio Information Security Summit. David is the author of the widely popular open-source penetration suite, Fast-Track.

## Hacking the Asus WL-520gU Wireless Router

Jeff Keyzer

### Friday 1 PM

The Asus WL-520gU is a compact, inexpensive wireless router that can be had for as little as \$20 after discounts and rebates. Under the hood, this router is a powerful embedded computing platform featuring a 200MHz Broadcom BCM5354 processor, 16MB RAM, and 4MB flash. It can easily be reflashed to run several varieties of Linux, including OpenWrt. Unlike most other wireless routers in this price range, the WL-520gU also includes a USB host port. This opens up many new possibilities for creating interesting projects. I will present some examples, including my own design for a

the competition in order to enter. In the case of productions created by a group, any member of the group may serve as a representative.

- All entries shall be submitted in the form of a ZIP file which contains the file(s) for the competition entry.
- The ZIP must contain a "README.TXT" containing:
  - The title of the entry
  - The name of the author/group submitting the entry
- Material governed by copyright (images, music, models, etc.) of a third party may not be included in any entry without a written release permitting the use of the materials in accordance with these rules.
- Submissions must be made electronically (CD-ROM, floppy disk, etc.) before the deadline of a competition. Please mark **clearly** on the media the following information: **title**, **author**, and **group** (if applicable).
- All entries will be made publicly available for unlimited download without fee on internet file servers and web sites.
- All Notacon attendees are eligible to vote.
- All competition entries will be qualified by a jury.
- Jury members will be selected by the Blockparty organizers.
- Juries reserve the right to disqualify any entry for failure to abide by these rules. A majority vote of the jury is required to disqualify an entry.
- Winning entries for each competition are selected by a popular vote point system. The three entries with the highest number of points will be awarded first, second and third place prizes, respectively, in a competition. Points are computed from the rankings on ballots of party guests.
- In the event of a tie in the number of points, the jury for that competition will break the tie by a majority vote of the jurors.
- Points are awarded by individual vote of guests and jurors.
- Each registered guest and juror will cast ballots for 1st, 2nd, 3rd and 4th place in each competition.
- Jurors may not preside over a competition they have entered.
- Staff and Management of Blockparty and Notacon may not accept prizes for any competition; in the event a staff or management member wins a competition; their prize will shift down to the next winner in order of votes. The staff entrants will be recognized as having placed in the competition, however.
- The Blockparty organizers reserve the right to cancel any competition for any reason.
- These rules may be changed without notice, but will be time-stamped and available at this website: <http://www.demoparty.us/competitions.shtml>

## Demo Compo

- Maximum size is 16MB (16,777,216 bytes) uncompressed.
- Maximum run time is 10 minutes.
- The user must be able to exit the demo at any time when the escape key is pressed.
- No user input should be required beyond an optional initial configuration dialog.
- All demo entries must be self contained:
  - Each demo must contain an executable file that launches the demo.
  - Shall not depend upon any data outside of the submitted ZIP file ("data")

## Blockparty Prize Sponsors

devi-ever



Mindcandy



Cocaine Energy Drink



ACiD



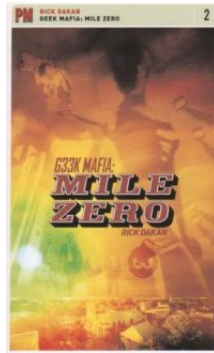
Ed Piskor



J-List



Rick Dakan



does not include things like fonts, DLLs, etc., that are part of a standard OS install).

- Graphics must be generated real-time, not a simple playback of an off-line rendering.
- All entries will be judged on a machine not connected to any network!
- No entry shall modify any existing file on the disk and any temporary files created as a result of execution shall be deleted when the program ends.
- No entry shall write to the system registry.
- DOS demos must be able to run without any special modifications.
- 

### Oldschool Demo Compo

- The OS/machine must have been commercially sold as a home or business computer. Custom jobs are welcome in the wild competition.

on information security topics.

### Going HD without going insane

Frysteev

#### Saturday 3 PM

High Definition has become common place in the consumer world, but if you think the confusion ends with the sales guy at the big box store explain LCD vs. plasma, you're wrong. The broadcast world is full of many standards and technologies with new ones every day. We will take a look at building an HD Television studio on a budget and the digital production workflow. For all their promises, these "better" technologies don't always quite work, leaving many professionals frustrated and at the whim of customer support. There are many gaps which mean opportunities for creative and enterprising people to make, modify and hack existing equipment to work.

Bio: Steev likes bacon, and hardware hacking. Mostly self taught, he has been ripping open gear and digging in equipment racks as long as he can remember. Getting shocked, cut and burnt does not deter him but he would rather avoid it as the result of trying to make things work the way he wants instead of they way they were designed.

### Bridging the Gap

Gargaj/Conspiracy

#### Friday 2 PM

Organizing a party is a tricky task. Organizing a party in a different country is even trickier. In a different continent? Very very exhausting - and that's just the jetlag! While the European and American culture has a lot in common, they also differ a lot, especially when it comes to doing a demoparty; advertising, infrastructure, attitude - these are all something one has to adapt to. Gargaj will attempt to take you on a convenient little comparison-journey on the differences of organizing Function (a big small party) and NVScene (the small big party), introduce you to various customs in various party-styles and eventually offend you. (Probably, anyway.)

Bio: Gargaj is a founding member of renowned demogroup Conspiracy, helping member of Scene.org, organizer of Function, NVScene, various Norwegian parties, and maintainer of pretty much every second demoscene portal in existence.

### Fun With The MSP430 MCU

Travis Goodspeed

#### Saturday Noon

Learn how to build things--and break things--with the MSP430 microcontroller. Covers reverse engineering, Zigbee, infrared, toys, belt buckles, board fabrication, password cracking, and more.

Bio: Travis Goodspeed is a neighborly reverse engineer from Knoxville, Tennessee. He authored the first 802.15.4 stack overflow exploit, and he is playing with the MYK78 "Clipper Chip" in his spare time.



doomed. How did this happen? Can it be fixed? Is this the death of journalism? Is society going to collapse because of this? Are yes/no questions in headlines always no? Come find out. Bonus: Drew will use a random PowerPoint slide generator to illustrate his talk.

Bio: Drew Curtis can fly, shoot laser beams out of his eyes, and once fought Godzilla to a standstill. In addition to fighting crime with his trusty sidekick Kid Buddha, Drew has been running Fark.com for the past 10 years.

## **Interactivity with Arduinos, Transducing the Physical World**

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### **droops & Morgellon the Lowtek Mystic**

#### **Saturday 11 AM**

The Arduino is an open source microcontroller development board that makes it easy for beginners in electronics to do crazy things. We are going to be continuing our Intro to Arduinos talk from Phreaknic, Anyone new to Arduinos should watch that talk online. We will be discussing building your own devices to interact with the real world: making electronic musical instruments, wireless communication, networking Arduinos, controlling lights and sounds, sensing touch, RFID, building custom games with custom controllers, sensing temperature changes and ways of notification like phone calls, SMS, hidden buzzers. We will also go into building clothes with embedded electronics.

Bio: droops and Morgellon have spent the last year being addicted to the Arduino platform. They are currently working on a book based on their Phreaknic Arduino talk and beyond.

## **The Rise of the Autobots: Into the Underground of Social Network Bots**

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### **Tom "agent0x0" Eston**

#### **Saturday 5 PM**

How do you know that last friend request or Twitter follower was an actual live human being? The truth is...you don't! Bots and bot manufacturers have become rampant in social networks such as MySpace, Facebook and Twitter exploiting the trust relationships that make social media work. Why are bots taking control of social networks? It's simple. Social networks are the fastest growing phenomenon of our time. For example, Facebook alone recently reached 150 million potential targets for spammers, malware authors, and other undesirables in 2008. Social networks are only getting bigger and bots will be part of this trend. This presentation will take you on a journey into the thriving bot underground where bots are manufactured for every purpose imaginable. We will talk about good bots, bad bots, really evil bots, how to identify bots, terminating bots and the future possibility of social network botnets to rule them all.

Bio: Tom Eston is a information security professional from Cleveland Ohio. Tom currently works for a financial institution as the security assessment team lead and penetration tester. In his spare time he conducts social media security research, blogs about security on spylogic.net and co-hosts the Security Justice podcast. Tom is also the author of the Facebook Privacy & Security Guide and a frequent speaker

- The OS should no longer be commercially sold. Please talk to the organizers if you're unsure of the status of your OS.
- If you need a different machine configuration, please contact the organizers.
- Maximum size is 16MB (16,777,216 bytes) uncompressed.
- Maximum run time is 10 minutes.
- The user must be able to exit at any time when the escape key is pressed.
- No user input should be required beyond an optional initial configuration dialog.
- All demo entries must be self contained:
  - Each demo must contain an executable file that launches the demo.
  - Shall not depend upon any data outside of the submitted ZIP file ("data" does not include things like fonts, DLLs, etc., that are part of a standard OS install).
  - Graphics must be generated real-time, not a simple playback of an off-line rendering.
- All entries will be judged on a machine not connected to any network!
- No entry shall modify any existing file on the disk and any temporary files created as a result of execution shall be deleted when the program ends.
- No entry shall write to the system registry.
- DOS demos must be able to run without any special modifications.

## **Graphics (HiRez) Compo**

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- Maximum display resolution is 1024x768 (1024 pixels wide by 768 tall).
- Must be saved in the PNG, TIFF or JPEG format (PNG preferred).
- Entries may be hand-drawn, rendered or raytraced. "Hand-drawn" here means drawing the image in a paint program on the computer, not on traditional media and then scanning. Scanned elements are not allowed.
- Specify the gamma of your image, preferably in the PNG file, for proper viewing. If you don't know what "gamma" is, then don't worry about it.
- At least three (3) intermediate "working images" must be supplied, depicting the progressive steps in creating the final work. The working images must be named "work" followed by a numerical suffix indicating the order of progression from least complete (lowest number) to most complete (highest number). For example: "work-01.png", "work-02.png" and "work-03.png".
- Only one entry per artist may be entered in this category.

## **Textmode Compo**

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- Maximum size is 80x1000 (80 columns, 1,000 lines).
- Must be saved in ANSI, ASCII or XBIN format (XBIN preferred).
- Palette and font modification may be utilized in XBIN.
- Each image will be displayed on the screen for 30 seconds.
- ACiD View 6 for Windows will be used to display all entries.
- At least three (3) "working images" must be supplied, showing intermediate steps in creating the final work. The working images must be named "work" followed by a numerical suffix indicating the order of progression from least complete (lowest number) to most complete (highest number). For example, "work1.ans", "work2.ans" and "work3.ans". Only one entry per artist may be entered in this category.

## Music Compo

- Minimum and maximum play times are 1 and 10 minutes long, respectively.
- For songs longer than 3 minutes, only the first 3 minutes will be played for the purposes of voting.
- For non-tracked music, Ogg Vorbis format is preferred.
- All other songs will be judged based on how they sound in WinAmp 5 with no custom plugins. If you are unsure how your song will sound in WinAmp, consider mixing to OGG (preferred) or MP3 format for judging.
- Only one entry per musician may be entered in this category.

## Oldschool Music

- Minimum and maximum play times are 1 and 10 minutes long, respectively.
- For songs longer than 3 minutes, only the first 3 minutes will be played for the purposes of voting.
- "Old School" Music in this context is music generated from commercial (non-custom) hardware that is no longer manufactured.
- Examples might include game consoles, keyboards/samplers, toys.
- You must have this hardware available to play at the event, we can not supply the hardware. Recordings/mp3s can not be substituted.
- Only one entry per musician may be entered in this category.

## Photography Compo

- Maximum display resolution is 1024x768 (1024 pixels wide by 768 tall).
- Entries can be a larger size than this, but should include a 1028x768 version for display.
- Must be saved in the PNG, TIFF or JPEG format (PNG preferred).
- Entries must be taken using a digital or film camera as the source material.
- Specify the gamma of your image, preferably in the PNG file, for proper viewing. If you don't know what "gamma" is, then don't worry about it.
- If a model is used, a model release form must be presented to the organizers for an entry to be accepted.
- Only one entry per artist may be entered in this category.

## Wildcard Compo

- The Wildcard Compo is our open wild competition.
- Entries may be anything from a live performance, pre-rendered animation, short film, interactive video game, console demo, et cetera.
- Submission must not run longer than 10 minutes.
- If you have any questions regarding connecting your device(s) to our projection and/or audio hardware, please contact us in advance. We will not be able to supply special adapters for your device(s).

HIDS, and other countermeasures which are considered mandatory for the PC. In this talk I'll be discussing some of the vulnerabilities, current threats, and emerging threats for Apple's platform. You may want to leave your Mac at home, its feelings will probably be hurt during this presentation.

Bio: Chris is an Information Security professional with 10 years of experience in IT. He's specialized in UNIX-based systems, and owns several overpriced pieces of fruit. He has spoken at past Notacons, LUGs, and the Information Security Summit among others.

## Hacking Video Tutorial Tips: Getting the point across with screencasting computer videos

**Adrian "IronGeek" Crenshaw**

### Saturday 11 AM

Over the years I've done a lot of video tutorials on using screencasting software to teach folks new to hacking how various security tools work. I'd like to share the tips and tricks I've learned so that others can start to teach people about technology in the same way. Covered topics will include: Screencasting software, free tools, getting the best video for the least bandwidth, audio work, free hosting, animations and more.

Bio: Adrian Crenshaw has worked in the IT industry for the last twelve years. He runs the information security website Irongeek.com, which specializes in videos and articles that illustrate how to use various pen-testing and security tools. He did the cert paper chase for awhile (MCSE NT 4, CNE, A+, Network+, i-Net+) but stopped once he had to start paying for it himself. He's currently working on an MBA, but is interested in getting a network security/research/teaching job in academia.

## The Artware Development Environment Artware Environment

**Critical Artware**

### Saturday 1 PM

Three members of the criticalartware crew will demonstrate and explain the technical, aesthetic, psychedelic and social functionality of the Artware Development Environment Artware Environment, the tool they used to develop award-winning artware such as HyperYarn, CHASSIS, and HULL (which won first place in the 'Artware' category at blockparty 2008). The Artware Development Environment Artware Environment will be made available on CD-ROM and online after the demonstration.

Bio: Jake, Jon & Tamas live in Chicago (birthplace of dirty new media) and work as cyberpsychedelic artware engineers in a variety of industries.

## The Long Slow Death of Mainstream Media (no really): How We Got Here

**Drew Curtis**

### Saturday 5 PM

It's not a dream, a hoax, or an imaginary story - mainstream media is indeed

## Injection Rejection, or How I Learned To Stop Worrying and Love Bobby Tables

catfood

### Friday Noon

Security pros are familiar with the well-known SQL Injection and Shell Injection attacks. But more obscure attacks such as DNS Injection and even Clipper Macro Injection proliferate because many programmers don't know any better. Learn how to write injection-proof code in any language, on any operating system, no matter how hard the boss pushes you to slap a system() call in there and ship it. This presentation is essential for anyone who designs, writes, reviews, tests, audits, compiles, uses, admins, or pays for software.

Bio: catfood has been hacking artlessly since implementing a FORTRAN preprocessor in the Lotus 1-2-3 macro language in 1988. Now, he helps software dev teams get projects done faster without burning out. This presentation is based on actual code observed in the wild.

## Time To Replicate The Real Threat: Client Side Penetration Testing

CG & g0ne

### Friday 2 PM

Client Sides are the new remote exploit. If you aren't allowing client side attacks during your vulnerability assessments or penetration tests you are ignoring a huge attack vector and the current attack method. You are also failing to exercise your internal and host based exploitation countermeasures (HIDS/HIPS), your ability to test and respond to client side attacks and internal attackers, and missing a valuable opportunity for user awareness training.

This talk will focus on justifying why you should be allowing client side penetration testing and giving penetration testers a basic methodology to conduct client side attacks during their penetration test. We will also give (mostly real-world) examples we used during client side penetration tests to go with our methodology.

Bio: Chris Gates (CG). Founder Full Scope Security performing full scope penetration testing and security engineering. Previous jobs include full scope penetration tester for one of the DoD Red Teams and Army Signal Officer spending gobs of time in layer 2 and layer 3 land. EthicalHacker.net columnist and security blogger

Bio: Vince Marvelli (g0ne). Founder Full Scope Security performing full scope penetration testing and security engineering. Previous jobs includes full scope penetration tester for one of the DoD Red Teams, SOC architect and principal engineer, IDS architect and analyst, general IT security analyst and security blogger

## The State of Apple Security

Chris Clymer

### Saturday Noon

Common wisdom is that Macs are magically malware proof. Few users run antivirus,

# NOTACON FUN PAGES

## WORD SEARCH

ABE	CFP	DROOPS	KNIT	NORTHERN DRAGONS
ACID	CIRCUIT GIRL	FOUR K	LED	NOTACON
ACM	COMPO	FPGA	MEDIA ARCHIVES	OMAL
ALLEN	CRITICAL ARTWARE	GAME	MICHELE MARTAUS	PNG
ART	DEMO	HACK	MUSIC	RADIO
BAG	DOMO KUN	IBM	MYRCURIAL	RENTECH
BEER	DOS	JAM	MYSELF	ROXY
BOOZE	DREW CURTIS	JEON	NOC	RULES

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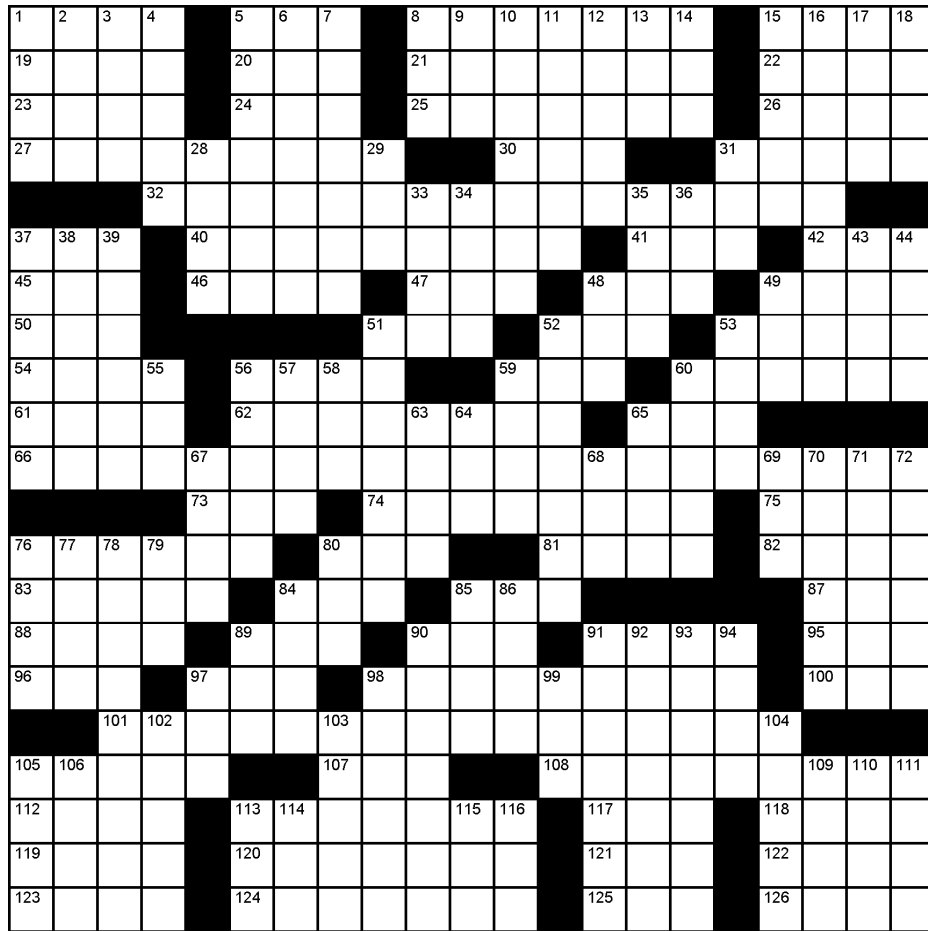
N O C A N U K O M O D R O O P S H
S C M I C H E L E M A R T A U S A
T E I O B I J A Y O W H O S E S C
I F V R C M D R P I Y O F O U R K
L L P I C T C M N R N E I K L E S
L E I S H U O F C O D O B V T O L
M S Z A R C I D P U H S H A D E R
A Y C I I N R T S R A T Y L D S P
N M A S R E A A G E M I X A E I I
O L U D E L D J A I L S O N D T O
C M S H A L I A M I R I R X I R V
A C A E C A O M E D D L F F L U R
T E O L L E B O O Z E E F T S C E
O N O E J U T F P G A C M I X W G
N O R T H E R N D R A G O N S E Y
K T G N P H B E E R O B R K S R T
C R I T I C A L A R T W A R E D E
    
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*Solution on  
page 41*

*Sudoku solutions on  
page 40*

		7	4	9	1		
	5						
3	9	4				1	
			8	5			
			9			2	8
7		2		3			
			2			3	5
6				8			
		5				4	

3					1	7	8
		5					
	9						2 5
6		1		7	4		
	7					6	
			5	9			
		8			3		6
				6	8		
		2					4



**Across**

- |  |                                  |                                  |
|--|----------------------------------|----------------------------------|
| 1. Bore                                | 26. Away from the wind           | 49. Actress Sorvino              |
| 5. Turkish honorific                   | 27. Tax collector                | 50. Dispose.                     |
| 8. Batteries are no good without them. | 30. Psychic ability              | 51. This event values this       |
| 15. Foul                               | 31. PowerPoint presentation unit | 52. Short form of 66A            |
| 19. Assortment                         | 32. Truth                        | 53. Like windows?                |
| 20. 1 of 100 in DC                     | 37. Chinese truth                | 54. Beer cousin                  |
| 21. Pertaining to the Northern Lights  | 40. Pain relievers               | 56. Move about in water          |
| 22. With "Prime", a Mass Effect colony | 41. Utter                        | 59. Froggy's place?              |
| 23. Bright trailer                     | 42. Humbug preceder              | 60. "Bridging the Gap" presenter |
| 24. Display                            | 45. Mo. Notacon is usually held. | 61. Group once led by RadMaN     |
| 25. Rough and coarse                   | 46. On the rocks.                | 62. Rocky Horror song and dance  |
|  | 47. Tool                         | 65. 1010                         |
|  | 48. Attribute                    |                                  |

# Presenter Information

## How to Give Talks and Influence Organizers - Propaganda Aestetix

**Saturday 7PM**

You have something cool; how do you spread the word and get people interested? What makes us tick? Propaganda as an art has been skillfully refined and used everywhere, from politics to advertising. It even crops up in our personal lives, as ads assure us what to do and buy. In a sense, everything is propaganda. Explore the basic techniques used by advertisers and public relations offices, and learn a few new tricks to get ahead.

Bio: aestetix hung around a banda of droogs until a drat with a dama and spiltblood of a old man jailed him up. He was cured, all right.

## From a Black Hat to a Black Suit - The Econocalypse Now Edition

James "Myrcurial" Arlen

**Saturday 1 PM**

You want it all. But you're scared. You don't want to put on a suit and watch your soul shrivel. There is another way.

In this session, you will learn:

- why you want to do this to yourself
- how to get the first job (which will suck)
- how to turn the first job into the next job (while still having fun)
- how to get the top job (sooner than you thought you could) and...
- how to do it all without feeling like a corporate whore.

You want to hack the planet? You've got to start somewhere.

Now with new information on why the suffering economy is good news for you!!!

Bio: James Arlen is a security consultant most recently engaged as the CISO of a mid-market publicly traded financial institution. He has been involved with implementing a practical level of information security in Fortune 500, TSE 100, and major public-sector corporations for more than a decade. James has a recurring column on Liquidmatrix Security Digest. His areas of interest include organizational change, social engineering, blinky lights and shiny things.

## Sunday, April 19th

	<b>Palace</b>
11 A	<b>Notacon Rant Session: Tell us how it went!</b>
noon	<b>Blockparty Awards Ceremony</b>
noon thirty	<b>Notacon Closing Ceremonies &amp; Awards</b>
1 P	<b>Forceful ejection from the premises and ungodly amounts of cleanup</b>

## All weekend: Workshops / Stillman

<b>Friday</b>	
noon	<u>Lizard</u> Knitting at (K)Notacon - Stitch & Bitch
3 P	<u>Gregory Brown</u> Auralizing Cellular Automata -- Bringing Sound to Conway's Game of Life
5.5 P	<u>Margaret Schedel</u> Ferociously Interactive Media
7.5 P	<u>Project Ruori</u>
<b>Saturday</b>	
11 A	<u>Jess Rudolph and the Confused Greenies</u> Dottore Who
noon	<u>Tim "Guybrush" Cowley</u> Proce55ed Synaesthesia for fun and profit
6 P	<u>Steve Mokris &amp; Christopher Wright</u> NSHacker: How to use Objective-C to Reverse-Engineer, Inject New Functionality Into, and Otherwise Destroy Your Mac.
7 P	<u>Steven Dee</u> Password Strength Presentation and PGP Key-signing Party
<b>Sunday</b>	
9 A	Amateur Radio License Exam Session

66. Long form of 52A
73. Attractive
74. Has a 66E for a brain.
75. Wheels
76. Caused contempt.
80. Discrete and bright.
81. Stringed instrument
82. Back of the neck
83. Consuite room
84. Unhappy
85. Notacon contest
87. Separate
88. With "The", King novel
89. Un-PC way to indicate deception
90. Notacon fashion no-no.
91. Oracle Certified Associates
95. CWRU's main IT department
96. 1992 U2 single
97. Froggy's JBL speaker.
98. Muslim vassal state
100. Born
101. Truth
105. NWEAMO's forte.
107. IRC helper?
108. Cultural identity
112. A fixation?
113. "A Horse with No Name" band
117. Binary 11, old-school
118. Wolf (Sp.)
119. Do 13D until full.
120. Perfume ingredient
121. 49% of humanity
122. IM status.
123. Hard drive cradle
124. Ever
125. Unit of work
126. Poi source

### Down

1. 1.544 Mbps link
2. Holly
3. Architecture for 66A
4. Red fluorescent dye
5. One who leads a Spar-

- tan lifestyle
6. Relevant
7. Roloids
8. 5e type?
9. Wha?
10. Stops
11. Nests
12. Comp. Sci. theory that includes a problem involving traveling salesmen
13. Many forget to do this at Notacon.
14. Tricky
15. WoW server?
16. Using an old soundcard?
17. Require.
18. "Capped" part of the body?
28. Songs for one
29. Om follower?
31. Kind of bean.
33. It's not far
34. Institute (abb.)
35. Brother of Jacob
36. Program holder?
37. Airport area
38. Each
39. Enact
43. L x W
44. Muslim pilgrimage
48. Zephyr creators, at Blockparty 2 (Abb.)
49. Backwards RAM?
51. Punish with an arbitrary penalty
52. Some summaries
53. Feeling when you don't 13D.
55. Banned insecticide
56. With "up", left on the curb.
57. Die, as a flower
58. IMAP Webmail program
59. A lot of this was done before Notacon.
60. Style
63. Paneling material
64. CWRU group that ran "StarCraft Musical

- Chairs' in '08
65. anagram of 1A
67. Greek "Mother of all Gods"
68. Pig's 59A
69. Coffee vessel
70. Food label regular
71. Attribute to
72. Deadly fly
76. Joe can be one
77. Homonym of
78. Without feeling
79. It's dynamite!
80. Kind of dance?
84. Microsoft car tech.
85. Suffers
86. Software testing phase
89. A sub-60D of trance music.
90. Teaching fee
91. "... at band camp"
92. Casino station
93. Turning away from sin.
94. Type of tone.
97. Config. directory in Linux
98. Bad Notacon roommate?
99. With 32 or 64, Creative Labs wavetable soundcard
102. Lubed
103. Massively overweight
104. Great brilliance (fr.)
105. Jeff of Def Con fame
106. Russian river
109. Primary state of note.
110. Ski lift
111. Duncan's toy
113. "Earth Girls \_\_\_\_ Easy"
114. Witticism
115. Notacon attendees?
116. The whole shebang

**Solution on page 41**

## Friday, April 17<sup>th</sup>

	Palace West	Palace East
10 A	<b>Registration</b>	
11 A	<b>Opening Ceremonies</b>	
noon	<u>catfood</u> Injection Rejection, or How I Learned To Stop Worrying & Love Bobby Tables	<u>Michele Martaus</u> "Pilates" for Common Cubicle Injuries
1 P	<u>Jason Scott</u> Super Jason Scott Presentation 64	<u>Jeff Keyzer</u> Hacking the Asus WL-520gU Wireless Router
2 P	<u>Gargaj/Conspiracy</u> Bridging the Gap	<u>GapCG &amp; g0ne</u> Time To Replicate The Real Threat: Client Side Penetration Testing
3 P	<u>Valanx</u> Pennies, Pawn Shops, & Persistence: The Creative Process on a Budget	<u>David "ReL1K" Kennedy</u> Fast-Track: Advanced penetration techniques made easy
4 P	<b>BREAK</b>	<b>BREAK</b>
5.5 P	<u>Steve Mokris &amp; John Bowditch</u> Immersive Video: Photogrammetry in Game Development	<u>Christopher Pilkington</u> Hacking & Amateur Radio-- Consumer Telecommunications is for Noobs
6.5 P	<u>Tottenkoph</u> Hacking Cognition	<u>Jason Viers</u> Intro to Go
7.5 P	<u>Ed Piskor</u> Wizywig: Hacking Out A Graphic Novel	<u>Matt "Zamboni" Neely</u> Notacon Mythbusters: Is Personal Data Stored on Hotel Keys? Using Magstripe Analysis Tools to Discover the Answer
8.5 P		<u>Ne0nRa1n</u> The Strange & Creepy World of Brain Fingerprinting
9 P		<b>Whose Slide is it Anyway?</b>
10 P	<b>NWEAMO Concert</b>	<b>MemeDump</b>

## Saturday, April 18<sup>th</sup>

	Palace West	Palace East
10 A	<b>Registration Open</b>	
11 A	<u>droops &amp; Morgellon</u> <u>the Lowtek Mystic</u> Interactivity with Arduinos, Transducing the Physical World	<u>Adrian "IronGeek" Crenshaw</u> Hacking Video Tutorial Tips: Getting the point across with screencasting computer videos
noon	<u>Travis Goodspeed</u> Fun With The MSP430 MCU	<u>Chris Clymer</u> The State of Apple Security
1 P	<u>Critical Artware</u> The Artware Development Environment Artware Environment	<u>James "Myrcurial" Arlen</u> From a Black Hat to a Black Suit - The Econopocalypse Now Edition
2 P	<u>ultra laser</u> con.talk.w32.x86 --OR-- stop clicking on those *&#&# email attachments, mom!	<u>Mark Lenigan &amp; Kirk Lenigan</u> The Uses of Disorder: Chaos Theory as it Relates to Demos
3 P	<u>Trevor Reiter</u> Wii-Noises	<u>Frysteev</u> Going HD without going insane
3.5 P	<b>BREAK</b>	
5 P	<u>Drew Curtis</u>	<u>Tom "agent0x0" Eston</u> The Rise of the Autobots: Into the Underground of Social Network Bots
6 P	<u>Bruce Potter</u> Building, Securing, & Living With Game Servers	<u>Jeon &amp; Treize</u> Hacking Light - How we came to love Holga & Other Stories of photo hi jinx
7 P	<u>George Sanger &amp; Jeri Ellsworth</u> The Fat Man & Circuit Girl: LIVE!	<u>Aestetix</u> How to Give Talks & Influence Organizers - Propaganda
8 P	<u>Rob "Flack" O'Hara</u> The World of Free Book Publishing	<u>SigFLUP &amp; Luis</u> Programming The Sega Genesis For Mad Profit & Crazy Mad Profit
9 P	<b>int eighty of Dual Core</b>	
9.5 P	<b>Blockparty 2009 &amp; Demo Screenings</b>	