



Pacific Time		Sunday - June 18, 2023
2:00 pm - 5:00 pm	Registration	

Pacific Time		Monday - June 19, 2023
7:00 am - 5:00 pm	Registration	
7:00 am - 7:45 am	Breakfast <i>(provided)</i>	
8:00 am - 9:00 am	Welcome Remarks - Tom Costabile, <i>Executive Director/ CEO ASME</i> , & Wenbin Yu, <i>Conference Chair, SSDM</i> Plenary - Susan Paish <i>Vice President of Mechanical Structural Engineering for Boeing Defense, Space & Security</i>	
9:00 am - 9:30 am	Beverage Break	
9:30 am - 12:00 pm	Technical Sessions	
12:00 pm - 1:30 pm	Lunch Break <i>(on own)</i>	
12:30 pm - 1:15pm	Sponsor Spotlight Presentations	
1:30 pm - 3:30 pm	Technical Sessions	
3:30 pm - 3:45 pm	Beverage Break	
3:45 pm - 5:45 pm	Technical Sessions	
6:00 pm - 7:00 pm	Evening Reception	
7:00 pm - 8:00 pm	Track Meetings <i>(Welcome all current and potential topic organizers)</i>	

Pacific Time		Tuesday - June 20, 2023
7:00 am - 5:00 pm	Registration	
7:00 am - 7:45 am	Breakfast <i>(provided)</i>	
8:00 am - 9:00 am	Plenary Talk - Maurílio Albanese Novaes Júnior, <i>Chief Technology Officer, Embraer</i>	
9:00 am - 9:30 am	Beverage Break	
9:30 am - 12:00 pm	Technical Sessions	
12:00 pm - 1:30 pm	Awards Luncheon & Plenary - Dr. Wayne Johnson, <i>NASA Ames Research Center</i>	
1:45 pm - 3:45 pm	Technical Sessions	
3:45 pm - 4:00 pm	Beverage Break	
4:00 pm - 6:00 pm	Technical Sessions	
7:00 pm - 9:00 pm	Aerospace Structures & Materials Committee and Friends Meeting <i>(all SSDM community members are invited!)</i>	

Pacific Time		Wednesday - June 21, 2023
7:00 am - 1:30 pm	Registration	
7:00 am - 7:45 am	Breakfast <i>(provided)</i>	
8:00 am - 9:00 am	Plenary - Sergio Pellegrino <i>Jet Propulsion Laboratory Sr. Research Scientist</i> <i>Co-Director, Space-Based Solar Power Project, California Institute of Technology</i>	
9:00 am - 9:30 am	Beverage Break	
9:30 am - 12:00 pm	Technical Sessions	
12:00 pm - 1:30 pm	SSDM Organizing Committee Meeting <i>(closed)</i>	
12:00 pm - 1:30 pm	Lunch Break <i>(on own)</i>	
1:30 pm - 3:30 pm	Technical Sessions	

****Schedule is subject to change ****

