

<b>Monday 28/07 PM - 14:30-18:10</b>							
14:30 - 14:40	Stefano Borgani	Welcome and purpose of the meeting					
14:40 - 15:00	Franklin Aldas	X-rays mocks and scaling relations in Illustris and MilleniumTNG.					
15:00 - 15:20	Gabriella De Lucia	Latest GAEA developments					
15:20 - 15:40	Samo Ilc	Properties of the diffuse gas component in filaments					
15:40 - 16:00	Benjamin Seidel	Flowing from Filaments to galaxies: Connecting the scales					
<b>16:00 - 16:30</b>	<b>Coffee Break</b>						
16:30 - 16:50	Johannes Stoiber	The Line-of-Sight Magnetic Field to Multi-Messenger Particle Sources from SLOW					
16:50 - 17:10	Lucas Valenzuela	The PICS Project: Modeling Planetary nebulae In Cosmological Simulations					
17:10 - 17:30	Alexandra Konrad	Origin and destruction of galactic bars through Cosmic time					
17:30 - 17:50	Michela Esposito	Galaxy populations and diffuse gas in protoclusters in cosmological hydrodynamical simulations					
17:50 - 18:10	Silvio Fortuné	How Rejuvenation Cycles Shape Galaxies Today					
<b>Tuesday 29/07 AM - 9:00-12:30</b>							
9:00 - 9:20	Veronica Biffi	The metal budget shared by ICM and stars in simulated galaxy clusters					
9:20 - 9:40	Sukanya Mallik	Exploring the effect of feedback processes on metal distribution in the cosmic noon					
9:40 - 10:00	Giuseppe Murante	Simulating the distribution of long-lived radioactive elements in a Milky-Way like galaxy and their importance for Galactic Habitability					
10:00 - 10:20	Massimiliano Parente	High redshift [OI] emission in COLDSIM simulations					
10:20 - 10:40	Dunja Fabjan	The rate of Supernovae Ia in simulated galaxy clusters					
<b>10:40 - 11:10</b>	<b>Coffee Break</b>						
11:10 - 12:30	Discussion: Toward the public release of OG3 - Status of the code						
	Geray Karademir, Luca Tornatore, Klaus Dolag						
<b>12:30 - 14:00</b>	<b>Lunch Break</b>						
<b>Tuesday 29/07 PM - 14:00-18:00</b>							
14:00 - 14:20	Alice Damiano	Accurate tracing of Massive Black Holes in simulations with OpenGadget3					
14:20 - 14:40	Luca Sala	Black hole parameters space exploration and cross-simulation matching in cosmological simulations					
14:40 - 15:00	Maxime Gitton-Rivière	Implementing new black hole accretion/feedback models in OpenGadget3					
15:00 - 15:20	Frederick Groth	Meshless Finite Mass in OpenGadget3					
15:20 - 15:40	Chaitra Chaitra	Chaotic effects in cosmological hydrodynamical simulations					
<b>15:40 - 16:10</b>	<b>Coffee Break</b>						
16:10 - 18:00	Discussion: Status of the OG3 internal code development						
	Luca Tornatore, David Goz, Geray Karademir, Alessandro Romeo, Antonio Ragagnin, Nitin Shukla, Tommaso Tarchi						

<b>Wednesday 30/07 AM - 9:00-12:30</b>					
9:00 - 9:20	Elena Hernandez	Extracting cosmological information from galaxy cluster profiles			
9:20 - 9:40	Daniel Karner	Additional sources and loss processes in the spectral cosmic-ray model of OpenGadget3			
9:40 - 10:00	Tirso Marin Gilabert	Implementation of Braginskii Viscosity in OpenGadget3			
10:00 - 10:20	Laura Di Federico	Towards a New Cooling Module in OpenGadget3			
10:20 - 10:40	Gian Luigi Granato	Dust and H2			
<b>10:40 - 11:10</b>	<b>Coffee Break</b>				
11:10 - 12:30	Discussion: Toward the public release of OG3 - Status of the paper writing				
	Stefano Borgani, Klaus Dolag				
<b>12:30 - 14:00</b>	<b>Lunch Break</b>				
<b>Wednesday 29/07 PM - 14:00-18:00</b>					
14:00 - 14:20	Antonio Ragagnin	Hotwheels			
14:20 - 14:40	Pierluigi Monaco	Pinocchio			
14:40 - 15:00	Ilaria Marini	TBD			
15:00 - 15:20	Umberto MAIO	TBD			
15:20 - 15:40	Tiago Batalha De Castro	TBD			
15:40 - 16:00	Elena Rasia	CHEX-MATE comparison: limits of the simulations			
<b>16:00 - 16:30</b>	<b>Coffee Break</b>				
16:30 - 18:30	Discussion: Definition of a policy for the hydrosim collaboration				
	Stefano Borgani, Klaus Dolag				
<b>Thursday 30/07 AM - 9:30-12:30</b>					
9:00 - 10:30	Discussion 1: Undergoing projects and submitted proposals, both for allocation of computing time and grants				
<b>10:30 - 11:00</b>	<b>Coffee Break</b>				
11:00 - 12:30	Discussion 2: Proposals for the next-generation big splashes with OG3				