

IN-PERSON ONLY

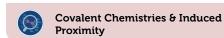
September 22-25, 2025 BOSTON, MA | SHERATON BOSTON + VIRTUAL



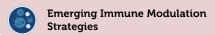


EVENT AT-A-GLANCE

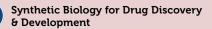
MONDAY September 22











MONDAY Dinner Short Courses

SC1: Protein Degraders from a Beyond-Rule-of-Five and an ADME Perspective

SC2: Chemical Biology for Covalent Discovery, Phenotypic Screening, and Target Deconvolution

SC3: DNA-Encoded Libraries

SC4: Developing Physiologically Relevant 3D Models

SC5: Best Practices for Targeting GPCRs, Ion Channels, and Transporters

SC6: Recombinant Protein Production to Support Target Identification and Lead Development

ALL ACCESS PACKAGE

Includes access to ALL Conferences/Training Seminars, in-person Short Courses and Symposia. Plus, On-Demand access for one year. You are allowed to move between sessions to attend presentations taking place at the same time.

TUESDAY

WEDNESDAY

September 23 September 24



Emerging Drug Targets: Identification & Validation

Small Molecules for Cancer Targets

Antibodies Against Membrane Protein Targets

RNA & DNA Targeting Small Molecule Drugs

AI/ML-Enabled Drug Discovery

– Part 1

Targeting MASH & Obesity NEW

Know Your GPCR Molecule: Four Most
Common Causes of Drug Candidate Failure

WEDNESDAY

THURSDAY

IN-PERSON ONLY

September 24 September 25

Degraders and Molecular Glues – Part 2

Lead Generation Strategies

Emerging Cancer Targets for Multispecifics, ADCs, and Biologics

GPCR-Based Drug Discovery

Targeting Transcription Factors

AI/ML-Enabled Drug Discovery
- Part 2

Achieving Target Exposure through ADME and PK

IN-PERSON ONLY

WEDNESDAY Dinner Short Courses

IN-PERSON ONLY

SC7: Fragment-Based Drug Design: Advancing Tools and Technologies

SC8: Biophysical Approaches for GPCRs

SC9: Affinity Selection Mass Spectrometry (ASMS): An Introduction

SC10: Next Gen ADCs & Advanced Linkers and Conjugates: Mastering Design, Linker Optimization and Stability

SC11: Al Toolkit for Drug Discovery: LLMs, Al Agents & Prompt Engineering

SC12: Advanced Pharmacology for Drug Discovery: Traps, Tips and Tricks