

What You Can Do Now With Networked Computers...

MAKE A "VIRTUAL VISIT"

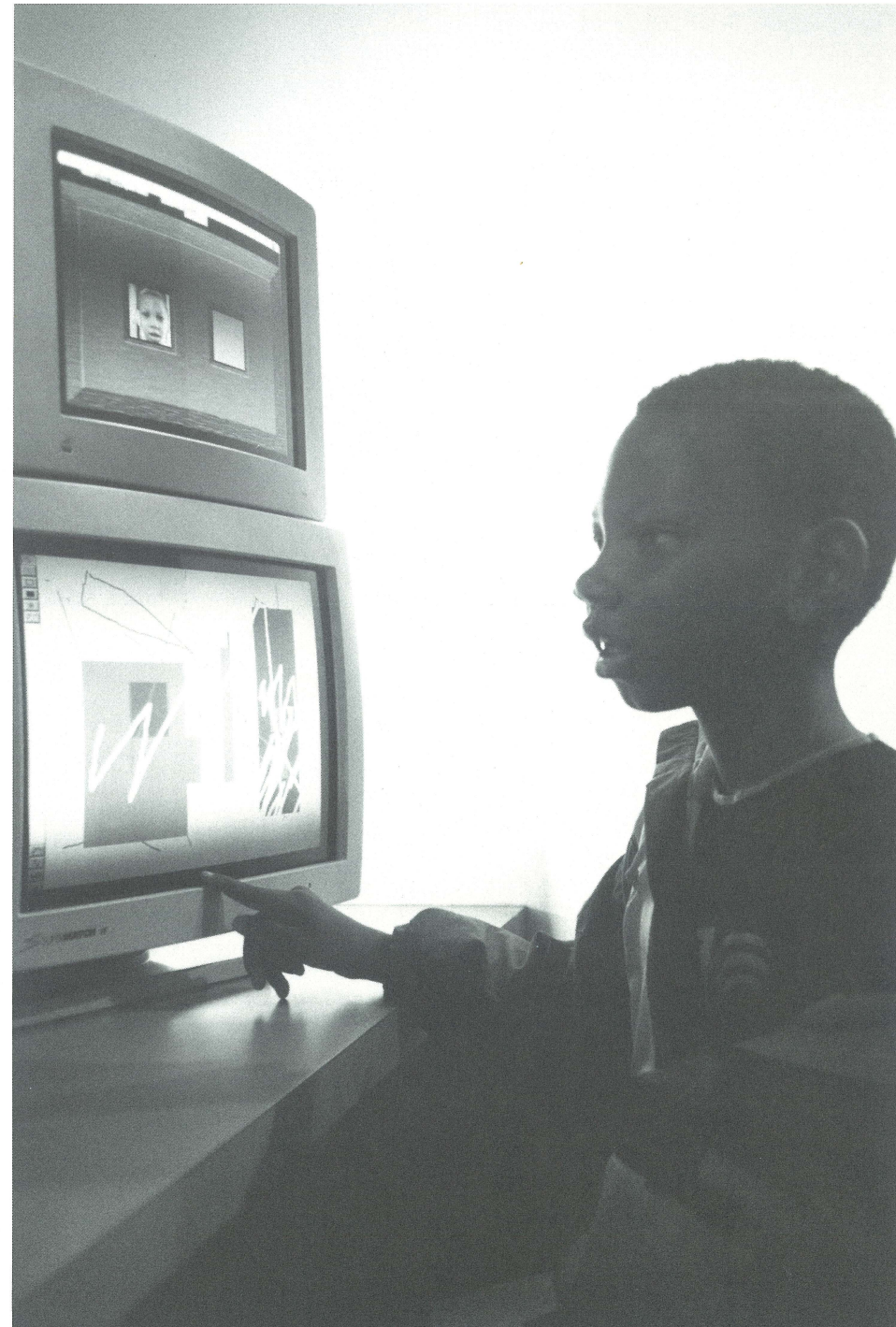


Photo: David Candiano

In the Person-To-Person booth, Dajuan King, 7, of Newark, New Jersey, uses the latest videophone technology and drawing tools to create a picture with a friend in another, remote, location.

Three new interactive exhibits offer Museum visitors a chance to sample some networking technology and build new relationships electronically with other people, including the President and Vice President of the United States.

"For the first time in history, a Presidential Administration is linked, electronically, with you," President Bill Clinton said recently.

At the *Letter To The White House* exhibit, you will be able to send an electronic message directly to the White House telling President Clinton and Vice President Al Gore exactly what you think. Write your message to the President or Vice President and then send it with the click of a button. You will see how the message is routed through the web of machines that are part of the Internet, a noncommercial computer network that links up to 30 million people in over 40 countries. Computer animation and other special effects will offer a simulated "satellite's view" of the message as it bounces from the Museum to a gateway in Boston through cyberspace to Washington and the White House.

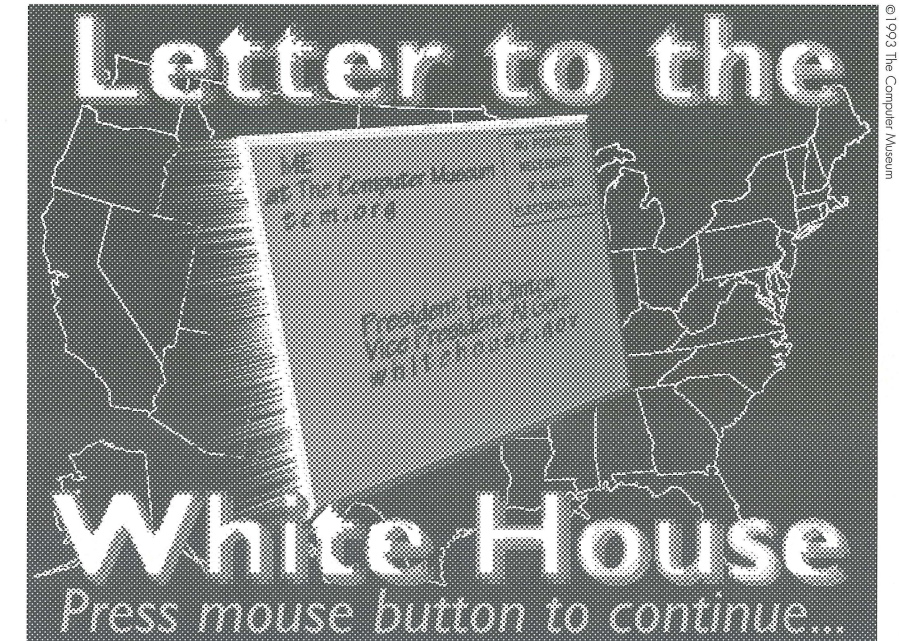
While neither the President nor the Vice President can respond to all your messages, you will be able to print out an immediate acknowledgement from the White House that your electronic mail will be read and tracked carefully. The acknowledgement includes Clinton's and Gore's email address, and more information on how to use email and other network communications at home, school or work.

Person to Person allows you to step inside a specially equipped booth and make a "virtual visit" to a friend in a booth at another location. Using the latest videophone technology and drawing tools, you will create a picture together on a common drawing screen located in both booths. Communicating via speaker phone and live video images, you will actually see yourself and the other person on a second screen. A special telephone-line data-link enables the transmission of high-speed digital information (video images) from one site to another. At first, both booths will be at the Museum; eventually, one booth will be moved off-site.

You will be able to work together with three other players to solve the *Networked Puzzle*. Each person has puzzle pieces the others need, prompting them to use the network—five computers (consisting of four clients and a server)—to talk with each other via live video images and audio. Once you find which player has the piece, you use the network to "transfer" the piece from one station to another. Unlike many network games that are about fighting with other players, this one involves cooperating to achieve a goal.

A Letter To The White House and *Person-To-Person* were funded by a planning grant for the 1994 networking exhibit. Hardware and software for *Person-to-Person* were provided by Motorola Codex and Northern Telecom. The *Networked Puzzle* was developed with funding from 3Com Corporation and in consultation with The Chedd-Angier Production Company.

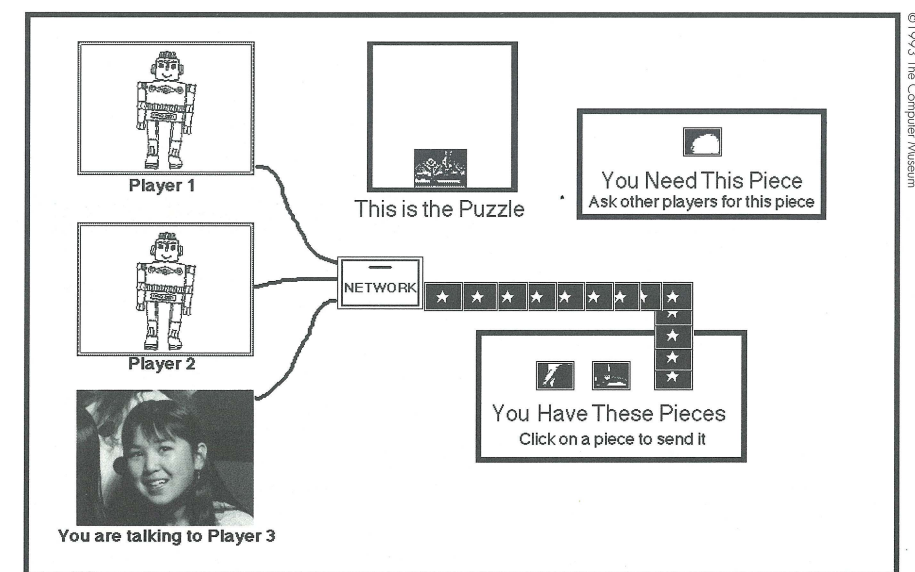
WRITE THE WHITE HOUSE



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This screen shot shows a simulated "satellite's view" of your email message as it travels through cyberspace to President Bill Clinton or Vice President Al Gore. The *Letter To The White House* exhibit marks the first time a Presidential Administration has been joined to its constituency via computer.

SOLVE A PUZZLE



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At the *Networked Puzzle* exhibit, visitors talk with each other via video and audio (see screen shot above) to find out who has the pieces needed to complete the puzzle. They then use a network to transfer the pieces and complete the puzzle.