

The All-New Walk-Through Computer Multimedia, Networked Version Opens October 21



On October 21, 1995, The Computer Museum will unveil a brand-new, networked, multimedia version of *The Walk-Through Computer*TM. This million dollar exhibit will present the latest technology on a giant scale and explain how it works.

The 1990 *Walk-Through Computer* instantly captured the public's imagination, generating over 300 million media



Illustrations: Christopher Grotke

1. By using a read/write arm to set eight bits of code, visitors can learn how a hard drive stores information.

2. Visitors can climb on this all-new keyboard.

3. A modem will illustrate how digital information is converted to audio tones and sent from one computer to another through phone lines.



impressions and coverage in 63 countries in the first year. Seen on "Sesame Street," "TODAY," in Newsweek and The New York Times, the larger-than-life exhibit has inspired 750,000 Museum visitors from all over the world. Thousands more have experienced *The Walk-Through Computer* in their classrooms and homes via the Museum's educational video, "How Computers Work."

Giant CD-ROM Player

The new *Walk-Through Computer* will capture the excitement of the original and introduce visitors to the power of Intel's Pentium[™] processor and a myriad of multimedia features. A giant CD-ROM player will provide the opportunity to manipulate bits of information on a CD, using a laser. Visitors can write a code, then see the disk spin past a "read" laser that displays the code's results.

Using a customized audio/video board made with Cirrus Logic processing chips, visitors can record their voice and see it converted to digits. They can then manipulate the numbers and hear how their voice is altered. They can also take a picture of themselves and change it to learn about bit-depth, pixel sizes, and how reds, greens, and blues are mixed to create a full-color image.

All-New Features

From the start, visitors will be immersed in a playfully oversized desktop environment. Surrounded by giant-sized books, floppy disks, and CDs, an all-new colossal keyboard will feature keys that kids can climb on. On the 108-sq.-ft. monitor, a new software program will simulate the kinds of multimedia, networking and other applications visitors might like to find on their own computers. An entirely mousedriven program will let young children

(continued on P.2)

Director's Letter

In the Public Eye....

As the Museum becomes better established in the public eye, its staff have also become more active members of the professional communities of which the Museum is a part.

Director of Education Marilyn Gardner serves on numerous committees that aim to improve public schools on a city and state level through the wise integration of technology. Examples

include the City of Boston Blue Ribbon Technology Committee; the Boston Plan for Excellence, a businesssupported consortium that aims to raise the standard of Boston Public Schools to world-class levels; and Mass Ed Online, which oversees the development of a state-wide

plan for technology in the public schools.

The Museum's exhibit developments are of keen interest to the museum community. David Greschler and I are representing the Museum in panels at both the American Association of Museums conference in May and the Association of Science and Technology Centers conference in October. The topics include the presentation of humanities themes in technology exhibits, the impact of the information highway on museum policies concerning intellectual property, and the development of

Walk-Through Computer (continued from P.1)

explore the upgraded machine's greater capabilities by climbing up on a car-sized Kensington Turbo Mouse.

Inside the computer, visitors can operate a special control panel to learn how the CPU, upgraded to a powerful Intel Pentium processor, handles instructions. Visitors first choose how they will view the instructions (in "plain English," a programming language, a machine language, or a long string of binary numbers). Then they can step through the program line by line. As each instruction is processed, it moves off the screen into a fantastic display of lights and sounds racing from the CPU through the

motherboard to the RAM or hard drive. A "periscope"-type device offers an electron microscope view of real transistor gates switching inside the CPU. A model of a single transistor can be manipulated to see the on/off switching.

At the hard drive, upgraded to a 4.2 gigabyte Quantum Grand Prix 4280s, visitors can use a

on-line museums. Our technology focus makes us one of the first museums to face the dilemmas presented by digital technologies, and we are happy to share our experiences with the wider museum community.

Spring brought additional recognition for the Museum: Simmons College awarded Gwen Bell an honorary degree for her role as Founding

President of the Museum. And at press time, The Networked Planet exhibit proudly found found itself among the itself among the finalists for this year's Computerworld finalists for this year's Smithsonian Awards in the category of education. We were sponsored for the award by Stratus Computer Inc., which generously provided its powerful

Stratus computer to serve as a gateway to the Internet for the exhibit.

Such public and visible recognition of our achievements is a source of pride for all of you who have been believers in the Museum and helped with your support.

Oliver Strimpel Executive Director strimpel@tcm.org

magnetic read/write head to set a code of bits, spin the disk, and see the bits read magnetically and decoded with the results displayed.

Other activities based on the 3Com Etherlink III Ethernet board and Hayes modem will illustrate how computers are networked. Visitors

can peer through a special viewer in the board to see how information is shared in a local-area network, then send and receive messages. The modem activity lets visitors set an 8bit ASCII code using audio tones and send it to be read, decoded and displayed.

As of late May, more than \$1 million in cash and in-kind support had been raised from Adaptec, American

Power Conversion, Cirrus Logic, 3Com Corporation, Hayes, Intel Digital Education and Arts Program, Kensington Microware Ltd., NEC Technologies, Philips Electronics, Phoenix Technologies Ltd., Quantum Corporation, and Texas Instruments.

Board of Trustees (As of 5/23/95)

Charles A. Zraket (chair) The MITRE Corporation Richard P. Case (vice chair) International Business Machines Corporation Oliver Strimpel Executive Director The Computer Museum Gwen Bell Founding President The Computer Museum Edward Belove Ziff Desktop Information Lynda Schubert Bodman Schubert Associate. Richard M. Burnes, Jr. Charles River Venture Gary Eichhorn *Hewlett-Packard Company* J. Thomas Franklin, Esquire (clerk) Lucash, Gesmer, Updegrove Samuel F. Fuller Digital Equipment Corporation Roger A. Heinen, Jr. Microsoft Corporation Gardner C. Hendrie Sigma Partner Charles House Centerline Software David L. House Intel Corporation David B. Kaplan Price Waterbouse James L. McKenney Harvard Business School Laura Barker Morse Heidrick & Struggles David Nelson Novell Multimedia Anthony D. Pell Pell, Rudman & Co., Inc Nicholas A. Pettinella Intermetrics, Inc F. Grant Saviers Adaptec, Inc. Edward A. Schwartz New England Legal Foundation Hal B. Shear Research Investment Advisors, Ltd. Michael Simmons Richard L. Taylor Blue Cross Blue Shield Dorothy A. Terrell SunExpress **General Council**

Lucash, Gesmer and Updegrove

To Reach Us

General Information	(617)423-6758
Group Visits	1-800-370-CHIP
Museum Offices	(617)426-2800
West Coast Office	(415)323-1909
The Computer Bowl	(415)323-1909
Collections	342
The Computer Clubhouse	347
Functions	340
Membership	432
Museum Store	306
Public Relations	341
Volunteer Program	433
Fax	(617)426-2943

For Museum staff, e-mail: lastname@tcm.org For general Museum information, e-mail: computer_info@tcm.org with request in subject line and **send help instructions** as the body of the message.

Via World Wide Web: http://www.net.org/

Summer Hours: Open daily, 10am-6pm, through Labor Dav

Winter Hours: Open Tuesday-Sunday, 10am-5pm. Closed Mondays, except Boston School holidays and vacations. Closed Thankgiving, Christmas, and New Year's Day.

Admission: Adults \$7.00, students, children five and up, and seniors \$5.00. Half price Sunday 3-5pm. Free to Museum members and children four and under.



The Networked Planet

Smithsonian Awards.

Computerworld

The Computer Museum NEWS (Summer 1995) Contributors: Gwen Bell, Marjorie Ferris, Diane Franklin, Marilyn Gardner, Ana Gregory, Christopher Grotke, Kimberly Hertz, Brian Lee, John Marchiony, Mary McCann, Angela Meyer, Julie Rackliffe, Betsy Riggs, Susanne Schantz, Oliver Strimpel, Brian Wallace, Carol Welsh

