1992 Exhibition Receives Largest Grant Yet

William H. Gates, III, Chairman and Co-founder of Microsoft Corporation, has spurred development of the Museum's next major exhibition with a $250,000 grant. The 3,600 sq. ft., $1 million exhibition will show the remarkable capacity of the personal computer. Originally known as the Computer Discovery Center, the exhibit, a joint project with The Boston Computer Society (BCS), will open June 13, 1992.

With a working title of "Tools & Toys: Explore the Personal Computer," the exhibition will be rich in hands-on experience for people of all ages and backgrounds. Over 30 interactive stations will offer visitors many applications on a variety of computer systems.

"It's very exciting to see that thousands of people will have the opportunity to explore creatively what the PC can do," said Gates. "With the Tools & Toys exhibit, computer novices will experience firsthand what an incredibly powerful tool the PC can be for education, improved productivity and entertainment."

Although 75 million personal computers are in use throughout the world, "few people have used this tool to its potential," says Jonathan Rotenberg, founder and chairman of the BCS, the world's largest personal computer user group. "If they did, they would be more effective in their work and learning."

While a major goal of Tools & Toys is to build the novice's confidence, it will appeal to experienced users interested in expanding their repertoires. Distinctive environments will offer settings for different applications. One setting, called "Hear It, See It," explores multimedia. Visitors can merge text, sound, graphics and moving images to create their own presentations.

Another interactive environment will let visitors try computer systems used by people with special needs, including text recognition and voice activated systems. In "Playing Games," innovative education and entertainment software will be available—from simulations that let people build a city to games of strategy and adventure.

"Getting Information" shows visitors how to add their comments to on-line forums, get the latest information from worldwide news agencies or search for facts in a CD-ROM encyclopedia. The "Writing" and "Adding It Up" settings provide up-to-date advances in word processing and spreadsheets.

The last environment introduces people to the "Basics," including operating systems, utilities, and viruses. A forum will help visitors understand the rights and responsibilities of computer users—including the issues of privacy and piracy.

Many of the interactives will become part of the Exhibit Kits Program, a national project that distributes the Museum's exhibits around the world.

Continued on P. 2
Dancing in the Time Tunnels

In June, there were two important additions to the Museum. We opened a major new exhibition, “PEOPLE AND COMPUTERS: Milestones of a Revolution.” We also welcomed five industry leaders to the Museum’s Board of Directors.

The new Directors are: Samuel O. Albert, President, Sam Albert Associates; James E. Clark, Vice President, High Performance and Fault Tolerant Systems, AT&T Computer Systems; James A. Lawrence, Chairman, LEK Consulting, Inc.; Dr. Suhas Patil, Chairman of the Board and Executive Vice President, Products and Technology, Cirrus Logic, Inc., and Charles A. Zrakel, Scholar-in-Residence, Kennedy School of Government, Harvard University, and Trustee, past President and CEO of the MITRE Corporation.

Meanwhile, early response to the new exhibition has been very positive. Visitors have been observing dancing to the period music in the time tunnels that precede each milestone! Visitor interviews reveal that over 40 percent liked the interactive videos best. By touching screens located throughout the exhibition, people select videos from different eras to get a feel for the people and technologies behind each milestone. They can also sample the portrayals of computers in the popular culture of the time. Visitors are particularly interested in how Hollywood and the media have depicted computers over the years.

Visitors say they like the other hands-on elements of the exhibition too. At the “Tell Your Own Tale” station, for example, they can compare their own humorous computer story with those of other visitors.

In addition, visitors are struck by the old computers and realistic re-creations of past computing environments. One father and daughter were so engaged by the mainframe computer operator in the IBM System/360 installation they pretended to be mainframes themselves, fooling several visitors! Interestingly, people are spending 20 minutes of an average two-hour visit in the new exhibition. It is gratifying that they are willing to give that much time to “history”!

I hope you will visit PEOPLE AND COMPUTERS soon!

Dr. Oliver Strimpel
Executive Director

Two of the exhibition’s major sponsors officially open PEOPLE AND COMPUTERS. From the left: F. Grant Saviers, Vice President, PC & Systems Peripherals, Digital Equipment Corporation, and Terry R. Lautenbach, IBM Senior Vice President, International Business Machines Corporation.

New Exhibit (continued from P. 1)

Other individuals and corporations supporting this exhibition include: Steve Wozniak, Apple Computer, Inc., Raytheon Company, Cabot Corporation Foundation, Arthur Nelson, Steve Stadler and others.

The Museum has convened a distinguished panel of advisors to help guide the content including: Richard P. Case, IBM Director of Technical Strategy Development, International Business Machines Corporation; Gardner C. Hendrie, Sigma Partners; Tracy Dickie, President, the BCS; Ike Nassi, Director, Eastern Research, Apple Computer, Inc.; Ed Belove, former Vice President, Research and Development, Lotus Development Corporation; James Starker, former founder and CEO of Interbase Software Corporation.
Computer Art and Design Show Opens

"Computers in Art and Design: The 1991 SIGGRAPH Traveling Exhibition," a juried show of new computer art and design works, opens at the Museum October 25.

Featuring works by computer artists and designers worldwide, the show will run through February 1, 1992. It features 2- and 3-dimensional works, stereo images, holograms, animation, and an interactive installation where visitors can create their own art work and take it home.

According to Art and Design Show Chair Isaac Victor Kerlow, this is the first SIGGRAPH show to display juried works in both fine arts and design.

"We wanted to show pieces that are wonderful technically and aesthetically, even if they were created for editorial or commercial use," says Kerlow, Associate Professor of Computer Graphics at Pratt Institute. "Many people driving the technology are designers. Their work is important."

Among the artists featured are: Darcy Gerbarg, Barbara Nessim, Susan Ressler, and Kenneth Snelson. Gerbarg's work has been shown in the Smithsonian Institution and abroad. Nessim has been in the Louvre and on the covers of TIME and Newsweek. Snelson has been exhibited at The Museum of Modern Art and abroad. The designers include Edward Tufte, Woody Pirtle, and Rick Valicenti, among others.

Over 1,200 fine arts and 700 design entries were submitted by more than 400 artists and 300 designers from some 25 countries, including—for the first time—the Soviet Union. Both juries chose pieces showing "strong aesthetic value," originality, and use of the computer as "more than a production tool," said Kerlow.

"The show illustrates how computers expand the creativity of artists and designers," says Dr. Oliver Strimpel, the Museum's Executive Director.

The exhibit catalog, Computers in Art and Design, features essays on the use of the computer in art by Philippe Queau, Institut National de l'Audiovisual, Richard Wright, City of London Polytechnic, and Delle Maxwell. The richly illustrated catalog will be available October 25 in the Museum Store.

The SIGGRAPH Art Show has been the only continuous venue for American computer artists since 1981. ACM SIGGRAPH is one of the world's leading professional associations of computer graphics researchers and practitioners.

South Boston High School 10th grader Jodi Harris learned his way around the Museum so fast he gave a tour of The Walk-Through Computer on his second day! Jodi, Viki Gonzalez and Jose Torres spent last summer as interns at the Museum in a project developed by the Hyams and Boston Globe Foundations.

At some museums, "you can't touch anything, but here you can play with computers to see what they are about," says Viki Gonzalez, a Lasell College freshman. The internship enabled her to explore a museum behind the scenes. A graduate of Boston Technical High School, Viki assisted in the Collections and Development departments.

Dorchester High School sophomore Jose Torres says the most important thing he learned was how to use a computer. He worked as a Visitor Assistant, in the Functions Department, and in the Museum Store.

"The Computer Museum showed a lot of interest in the interns' personal and professional development," observed Klare Shaw, Boston Globe Foundation Program Consultant. Giving them a chance to do tours not only "helped them build a sense of themselves," but also "was an example for other persons of color," said Hyams Foundation Program Officer Vicky Nunez. The Museum seeks funds to establish a permanent internship program.
When PEOPLE AND COMPUTERS opened June 29, Steve Many, a computer consultant from Goffstown, New Hampshire, and his daughter Vanessa, 12, were the first to explore the exhibition. “This is awesome,” said Vanessa, of “Sam,” the first computer to light a Broadway show, re-created in the 1970s milestone. “It’s amazing how many changes there have been in just a few decades,” said her father. “You don’t realize until you see an exhibit like this.” At the end of the exhibit, when the robot mannequin asked
what the computer revolution meant to them, Vanessa said, “Technology is great, but I wonder if we’re overdoing it.” Her father replied, “Computers are here to stay. We need to learn to use them to the best of our ability.”

Some of the computer pioneers whose work the exhibition recreates are pictured below. They gathered with the exhibit sponsors and Museum’s Board of Directors two days before the opening.

Dr. Truett Allison (left) joins Gordon Bell at the re-creation of a 1970s operating room where a Digital PDP-8 was the first computer small enough to wheel into surgery. Allison was the neurophysiologist who used the computer and Bell, its architect.

Gordon Pearlman, who designed Broadway’s first computerized lighting control board, visits his LS-8 “Sam,” reconstructed as it was in the Shubert Theater in the 1970s. Hooked up to a Digital PDP-8, Sam lit A Chorus Line for nearly 13 years.

H.G. Rojas (left), a member of the 1981 IBM PC launch team, and Bob Frankston, co-author of the electronic spreadsheet VisiCalc, explore the 1980s Royal Hong Kong Jockey Club office that used an IBM PC with Lotus 1-2-3 software. That’s a mannequin on the phone.

Director of Exhibits Greg Welch shows the “animation” in the 1990s milestone to Dr. Akira Fukumoto, Director of Panasonic Technologies, Inc., Boston, and William D. Gardner, Assistant General Manager, Software Division, Business Engineering Center, Matsushita Electric Corporation of America. From the left: animatron, Welch, Fukumoto, Gardner.

Photographs: Gregg Silverio, Fay Foto
**Call For Volunteers!**

**We Need You...**

The Museum seeks dedicated volunteers to give tours and demonstrations and contribute ideas for educational activities. As part of our Visitor Services staff, you will interact with visitors and help in the process of hands-on learning. Don’t miss the opportunity to help demystify the technology that touches all of our lives. For more information, call Manager of Visitor Services Marilyn Weiss (617)426-2800 ext. 344.

![Visitor Assistant Karen Katzman shows Visitor Services Manager Marilyn Weiss a hard disk drive used in The Walk-Through Computer’s Parts Search.](image)

**Things To Do**

**Time For Time Travel**

What 1970s Disney movie used computer graphics?

The Museum’s new Time Travel Activity takes you back through time to find the answer to this and other questions. At the entrance to PEOPLE AND COMPUTERS, visitors get a travel bag containing items related to computer history. Some, such as a vacuum tube or microchip, have an obvious connection. Others, such as a tea cup or popcorn bucket, are clues that introduce visitors to the social impact of computers. The popcorn bucket, for example, matches a photo on a flap which, when lifted, reveals that Tron was the 1970s Disney film that used computer graphics.

![Dan and Mary Moore of Monticello, Connecticut, explore the UNIVAC with children Scott and Margaret.](image)

Designed to make PEOPLE AND COMPUTERS more accessible to younger children, the Time Travel Activity offers an engaging entry into the history and social impact of computers for visitors of all ages.

**In Memoriam**


"It was a thrill to program for Whirlwind," Adams once said. Whirlwind (on exhibit in PEOPLE AND COMPUTERS) was the world’s first vacuum-tube, real-time computer with an operational core memory. It led to the first computer-controlled aircraft interception system, on which he also worked.

Adams began on the Whirlwind as an MIT senior at 70 cents an hour. He ended up asking questions no one else had asked, which resulted in changes in the design of the machine. Heading a four-man group that developed basic machine techniques and procedures for the Whirlwind, Adams was responsible for innovations in programming, including the development of an early assembly routine, many debugging aids, and the design of a time-sharing system.

After teaching at MIT, he was an advisor to Westinghouse Electronics and Creole Petroleum, later forming his own company to offer consulting services in computer programming and usage to businesses.

Proud of being “involved at the beginning,” Adams loved computers and was excited when the Museum was established. It was his wish that donations in his memory be made to the Museum. Contributors to date: Jason Rogers Hale; Mary McDonnell; The Talanian Family.

Adams, shown above, "felt strongly about how important the Museum was," says his wife Elaine.
**Events**

Saturday, October 12, through Monday, October 14, 1991: 11am-4pm

Adventures in Time
To celebrate October as Computer Learning Month, over 15 of the latest computer games, educational activities and creativity software will be offered. Highlights include “Where in Time is Carmen San Diego?” and a special Time Traveler scavenger hunt through PEOPLE AND COMPUTERS. Free with Museum admission.

Friday, November 8, 1991:
Loebner Prize Competition
The first round of the classic Turing Test of machine intelligence. Alan Turing’s test requires a computer to emulate human behavior (via a computer terminal) so well that it fools human judges into thinking its responses are from a person. For information, call (617)426-2800 ext. 329.

**Exhibit Openings**

Thursday, October 24, 1991: Members’ Preview Party: 6:00-8:00pm
Friday, October 25, 1991-February 1, 1992:
Computers in Art and Design: The 1991 SIGGRAPH Traveling Exhibition
An exposition of new computer art and design from around the world. Featuring 2- and 3-dimensional works, stereo images, holograms, animation, and an interactive installation where visitors can create their own art work and take it home. Free with Museum admission.

**Exhibit Kits**
Nine of the Museum’s interactive exhibits are available as affordable kits for museums and science centers around the world. Kits include “How Tall Are You,” which measures height using ultrasonic squeaks, “Eliza, the Computer Psychologist,” and “Color the States,” which recognizes speech. For more information, call (617)426-2800 ext. 396.

**To Join:**
Members get free admission for one year; The Computer Museum NEWS, a quarterly newsletter of Museum activities; the Annual, a richly illustrated journal of computer history; invitations to exhibit previews and members-only events; advance notice of exhibitions and lectures; a 10% discount on purchases over $5 in The Computer Museum Store.

- Individual Memberships
  - $30 One-year
  - $50 Two-year
  - $70 One-year student*

- Family Memberships
  - $45 One-year
  - $80 Two-year
  - For Family Memberships, please include names of immediate family members on a separate sheet of paper.

**Yes, sign me up!**
My check, payable to The Computer Museum, is enclosed in the amount of $_________________. Or, charge my  [ ]Mastercard,  [ ]Visa,  [ ]American Express.
Card#_________________________  Expiration Date _________________________
Signature _______________________
Name ___________________________
Name for 2nd Family Card __________
Street ___________________________
City/State/Zip ____________________
Telephone (__________) __________
Company Name ___________________
Street ___________________________
City/State/Zip ____________________
[ ]Please contact me about volunteering at the Museum.

Will your company match your membership?  [ ]Yes  [ ]No.
If yes, please send appropriate matching membership form.

*Please enclose verification