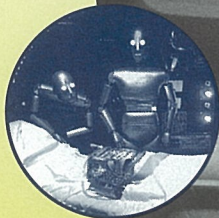


The Computer Museum



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Photo: Keith Quenzel/FAFOTO



Ken Olsen celebrates Digital Equipment Corporation's gift of the building to the Museum with Trustees, Overseers and friends.

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Photo: David Bohl



Chairman of the Board Charles A. Zraket explores The Walk-Through Computer™ with young visitors.

It gives me great pleasure to look back at the last twelve months as I complete my first year as Chairman of the Board of Trustees. This year we implemented a new governance structure with the establishment of a Board of Trustees and a Board of Overseers,

each of which is working diligently and enthusiastically for the Museum.

The financial statements on page 6 record a large increase in operating activity, reflecting expanded educational programs. It is gratifying to note that we kept revenues ahead of expenses to realize a small operating surplus this year.

This banner year also capped our first decade in Boston. The pages that follow tell the remarkable story of the Museum's development, first with a report on the decade by Oliver Strimpel, our Executive Director, and then with a pictorial timeline from 1984 to 1994.

On behalf of the entire Board, I extend thanks to all the individuals, corporations, and foundations who committed hard work and funds to build and nurture this special institution. I hope you will all be with us as we enter our second decade.

Charles A. Zraket
Chairman of the Board of Trustees

Ten years ago,

the Museum took the plunge, and moved from a secure corporate nest within a Digital Equipment Corporation building in Marlboro to Museum Wharf on Boston's waterfront. The Museum's 10-strong staff led by Gwen Bell took less than a year to complete the move and open five new exhibit galleries. This initial set of galleries pointed the way for the Museum's development; the SAGE, Univac, IBM 1401 and Seymour Cray exhibits were primarily historical. *The Computer and the Image™*, on the other hand, explored a key application of computing—computer graphics and image processing—exploiting hands-on interactive stations, film, video, and artifacts.

Today's exhibits reflect the increasing impact of computing on many aspects of life. The exhibits have become more interactive—more than 125 interactive stations today compared to 25 a decade ago. But the most significant change took place in 1990 when *The Walk-Through Computer™* became the symbol for the Museum in the minds of children around the country. Appearing on the "Today" show and on "Sesame Street," the Museum's friendly giant continues to attract young visitors from around the world.

Five years ago, the Museum's Board laid out a strategic plan for the exhibits in which three themes would be addressed in the permanent exhibits: the evolution of computing; computer technology and how it works; and the applications and impact of computing. *The Walk-Through Computer's* extraordinary size invites visitors to discover the elements of computer technology; *PEOPLE AND COMPUTERS: Milestones of a Revolution™* reveals the effect of computers on employment and recreation with vignettes supplemented by period film footage.

ROBOTS & OTHER SMART MACHINES™ and *TOOLS & TOYS™* indulge visitors' desire to engage with a wide range of computer uses, from robotics and expert systems to music and games. The 1994 *NETWORKED PLANET™* exhibit gives visitors a chance to try out the much touted "information highway" for themselves with the help of computer-based "network guides." Over the past decade, the Museum has enriched the permanent exhibit experience with a panoply of special exhibits. Topics have ranged from computer art to digital views of Earth from satellites. Taken together, the Museum's 30,000 square feet of exhibitions offer a uniquely accessible introduction to a technology that is fast becoming ubiquitous.

Since 1984, the Museum has expanded the impact of its exhibits in several dimensions. On-site, the number of visitors has tripled. Beyond our walls, copies of our exhibit interactive software reach over a million people a year in other museums. The video "How Computers Work," based on *The Walk-Through Computer*, serves tens of thousands of students. And the Museum's travelling exhibits on pocket computing and satellite digital imagery of Earth have been on display in over 20 other museums.

From the Executive Director

1984-94



An important milestone

was the opening of *The Computer Clubhouse™*, an innovative learning environment in which children engage in open-ended computer-based projects. The *Clubhouse* has forged a connection for the Museum with several underserved communities of Boston. Kids from housing projects are in the *Clubhouse* almost every day experimenting with multimedia tools and building interfaces for robots—acquiring skills that could affect the course of their lives.

In 1984, the Museum's historical collections of computing were already one of the world's finest. In the past decade many important acquisitions have been added. The Univac 1, IBM 360, Cray 1 and Xerox Alto are examples. In 1986, the Museum held an international early model personal computer contest which yielded nearly a hundred significant additions including the Micral, Apple 1, and TV Typewriter. The Museum's collections have continued to perform valuable rescue missions, saving important items from destruction. A good example is the JOHNNIAC named after John Von Neumann. This 1953 one-of-a-kind computer was rotting in a parking lot in Los Angeles until we flew it to Boston. The machine is now beautifully restored, with the help of the original project engineer, Ray Clewett.

Artifacts represent only one facet of the historical record; the past decade has seen a strengthening of our document, video, photograph and book collections. Video of computers in use and pioneers telling their own stories serves as an especially useful aid to interpretation owing to the relative inscrutability of the Museum's collections. Our video collection was greatly enriched with the acquisition of the collections assembled by WGBH-TV, the PBS station in Boston, during their research for "The Machine that Changed the World" television series. In 1994, the collections include nearly 1,200 artifacts, 570 film and video titles, and 4,000 photographs.

A very significant achievement of the decade has been the tripling of the Museum's operating budget (*see Chart 1*) and the diversification of the Museum's support. The Museum owes its existence to the far-sighted and generous support of Digital Equipment Corporation, which provided well over half the Museum's funding in 1984. In 1994, over 50 different sources each provided more than \$10,000 of annual support, with no single source accounting for more than 2% of operating revenues (*see Chart 2*).

An increasing proportion of the Museum's backing comes from beyond Massachusetts, showing an appreciation for our mission

nationwide. This geographical reach is reflected in the Museum's visitors, of whom over half come from beyond Massachusetts.

chart 1

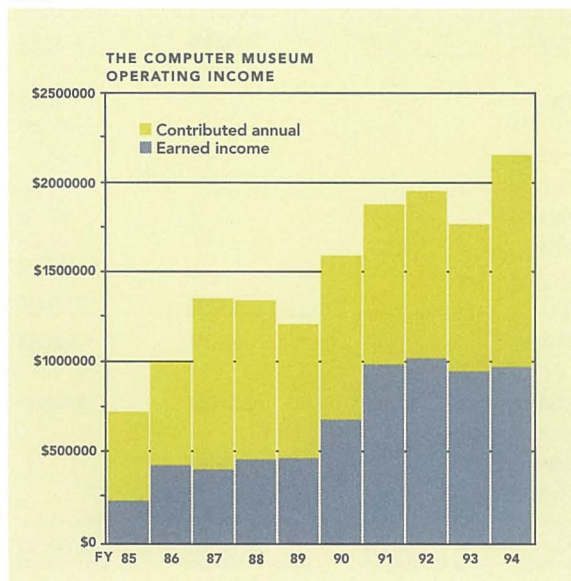
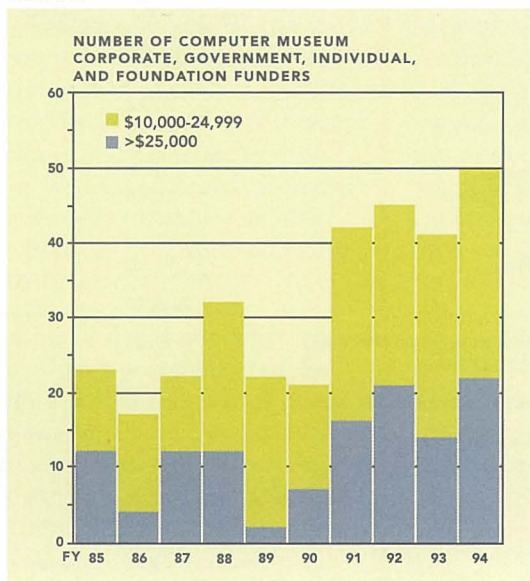


chart 2



THE COMPUTER MUSEUM, INC. BALANCE SHEET/JUNE 30, 1994

	Operating Fund	Capital Fund	Endowment Fund	Plant Fund	Total 1994
ASSETS					
Current Assets					
Cash and cash equivalents	\$351,494				\$351,494
Receivables and other assets	236,536			18,000	254,536
Store inventory	52,403				52,403
Interfund receivable		417,222			417,222
<i>Total Current Assets</i>	<u>640,433</u>	<u>417,222</u>		<u>18,000</u>	<u>1,075,655</u>
Other Assets					
Restricted cash equivalents			250,000		250,000
Property and Equipment					
Equipment and furniture				344,471	344,471
Capital improvements				960,401	960,401
Land and building				1,603,221	1,603,221
Exhibits		352,279		4,078,754	4,431,033
		352,279		6,986,847	7,339,126
Less - accumulated depreciation				(3,735,002)	(3,735,002)
<i>Net Property and Equipment</i>		<u>352,279</u>		<u>3,251,845</u>	<u>3,604,124</u>
TOTAL ASSETS	<u>640,433</u>	<u>769,501</u>	<u>250,000</u>	<u>3,269,845</u>	<u>4,929,779</u>
LIABILITIES AND FUND BALANCES					
Current Liabilities					
Accounts payable and other current liabilities	146,281	68,870			215,151
Deferred revenue	126,654	388,206			514,860
Interfund payable	417,222				417,222
<i>Total Current Liabilities</i>	<u>690,157</u>	<u>457,076</u>			<u>1,147,233</u>
Bond Payable					
				509,333	509,333
Fund Balances					
Unrestricted	(49,724)				(49,724)
Restricted		312,425	250,000		562,425
Net investment in plant				2,760,512	2,760,512
<i>Total Fund Balances</i>	<u>(49,724)</u>	<u>312,425</u>	<u>250,000</u>	<u>2,760,512</u>	<u>3,273,213</u>
TOTAL LIABILITIES AND FUND BALANCES	<u>\$640,433</u>	<u>\$769,501</u>	<u>\$250,000</u>	<u>\$3,269,845</u>	<u>\$4,929,779</u>

STATEMENT OF ACTIVITY AND CHANGES IN FUND BALANCES for the year ended June 30, 1994

	Operating Fund	Capital Fund	Endowment Fund	Plant Fund	Total 1994
SUPPORT AND REVENUE					
Unrestricted gifts	\$714,876			\$1,013,888	\$1,728,764
Restricted gifts	341,903	534,545			876,448
Memberships	187,903				187,903
Admissions	504,541				504,541
Auxiliary activities	482,418				482,418
Miscellaneous	7,752		6,382		14,134
TOTAL	<u>2,239,393</u>	<u>534,545</u>	<u>6,382</u>	<u>1,013,888</u>	<u>3,794,208</u>
EXPENSES					
Exhibits and programs	512,366	18,761			531,127
Marketing and membership	390,867				390,867
Depreciation				772,731	772,731
Supporting services:					
Management and general	267,465				267,465
Fund raising	201,901	133,883			335,784
Occupancy	307,101	46,977			354,078
Auxiliary activities	507,233				507,233
TOTAL	<u>2,186,933</u>	<u>199,621</u>		<u>772,731</u>	<u>3,159,285</u>
EXCESS (DEFICIENCY) OF SUPPORT AND REVENUE OVER EXPENSES	<u>52,460</u>	<u>334,924</u>	<u>6,382</u>	<u>241,157</u>	<u>634,923</u>
FUND BALANCES, BEGINNING OF YEAR	<u>(108,566)</u>	<u>162,804</u>	<u>250,000</u>	<u>2,334,052</u>	<u>2,638,290</u>
ADD (DEDUCT) TRANSFERS					
Equipment purchase		(105,303)		105,303	
Bond repayments		(80,000)		80,000	
Investment income	6,382		(6,382)		
FUND BALANCES, END OF YEAR	<u>\$(49,724)</u>	<u>\$ 312,425</u>	<u>\$250,000</u>	<u>\$2,760,512</u>	<u>\$3,273,213</u>

Corporate support has grown

beyond the computer industry to corporations and businesses that rely critically on computers, such as telecommunications companies, banks, insurance companies, accounting firms, and law firms. Federal foundations, including the National Science Foundation and the National Endowment for the Humanities, and national private foundations, such as the Alfred P. Sloan and Hearst Foundations, have added their support to our exhibit, outreach, and educational programs.

The culmination of the decade of growth and consolidation came in 1993 with Digital Equipment Corporation's gift of the building. The Computer Museum now owns a half interest in

Museum Wharf, the building and land we share with the Children's Museum. Chart 3 shows the impact of the gift on the Museum's assets, as well as gradual reduction in the Museum's mortgage liability and the establishment of an endowment fund.

Starting in 1988, The Computer Bowl® event and PBS television program, airing on 288 stations in the USA and in 200 countries around the world, has become the bi-coastal event for the computing community to have fun, socialize, and raise money for the Museum. Its success owes

a great deal to dedicated Silicon Valley volunteers. "Grass roots" support has been mirrored by an increase in the number of West Coast Board members. Last year we opened a Museum office in Menlo Park, CA to further build our Silicon Valley relationships.

The maturing of the Museum has led to an evolution in governance. As the decade advanced, the number of Board members swelled from 24 to 46. Active committees grew from the core Executive, Nominating, Collections, and Finance committees to include Exhibits, Education, Marketing, Development,

Computer Bowl, Publishing, Licensing, and Audit, as well as committees for special development or exhibit initiatives. As the Board approached fifty members, it became apparent that the Museum would benefit from a twin Board structure. A 25-person Board of Trustees was therefore created to maintain the fiduciary responsibility for the Museum's governance, and a diverse Board of Overseers was established as a formal body of high-level volunteers with connections to various communities, industries, regions, or other special groups. A record number of senior volunteers now actively help the Museum in all of its endeavors.

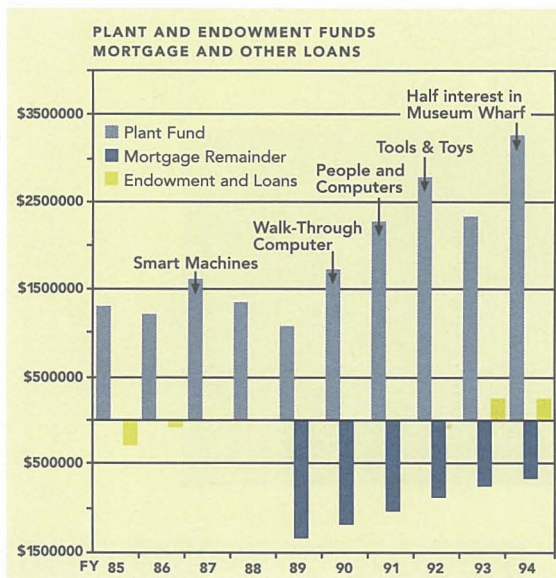
Complementing our growing volunteer community is a team of staff who have become more professional and experienced each year. The Museum now has 45 employees, many of whom are seasoned experts in their fields. Through regular presentations at national museum and education conferences, the Museum is recognized as a leader in interactive exhibitry and informal education about computing.

The Museum's second decade promises to be even more exciting as the Museum continues to exploit and explain the new technologies which are both its medium and its message. Perhaps my retrospective on our second decade will reach you through a wireless network that connects to a universal communications device in your pocket. And perhaps you will respond with your reactions and ideas for our future just as easily. For the present, I invite you to respond by e-mail, and to explore our Gopher and World-Wide Web servers on the Internet. I hope you will join with us in making our second decade an even bigger success than the first.

Oliver Strimpel

Oliver Strimpel
Executive Director
strimpel@tcm.org

chart 3



Chairman of the Board John William Poduska, Sr., helped the Museum make the transition from its first home at Digital Equipment Corporation in Marlboro, Massachusetts, to Museum Wharf in Boston.

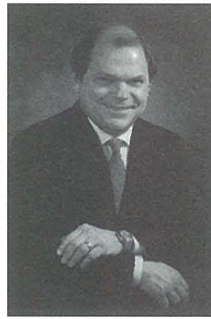


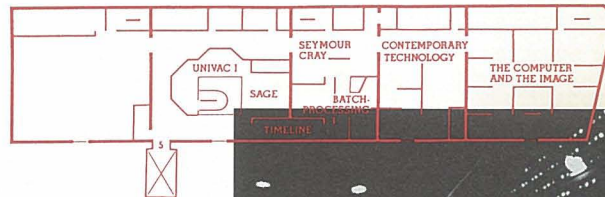
Photo: Bachrach

Moving into Museum Wharf: all able bodies were used to heft the SAGE Air Defense System console carefully into the elevator for display.



Photo: Meredith Stelling

The exhibitions included Whirlwind, and two floors of the SAGE, AN/FSQ 7; a timeline for the 1950s through the 1970s; an IBM 1401 installation; Seymour Cray's machines; chips and manufacturing; and *The Computer and the Image*, better known as the "graphics gallery." By 1993, none of the original exhibits was left.



Installed, the SAGE console's lights were programmed to simulate the machine in operation.

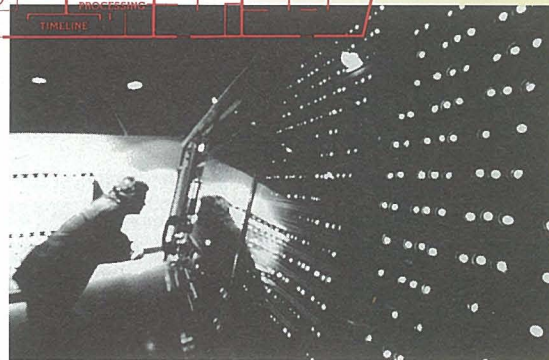


Photo: Bill Gallery

A visitor punches cards at the IBM 1401 exhibit. This interactive was popular but hard to maintain. Over the span of six years, about ten card punch machines were demolished by use.



Photo: Lou Goodman

The graphics gallery featured seven interactives on different platforms. Andy Kristoffy, research assistant for graphics, is using a Masscomp minicomputer to recolor his face according to the reflectivity of light. This technique was used in medical imaging to show bone fractures.

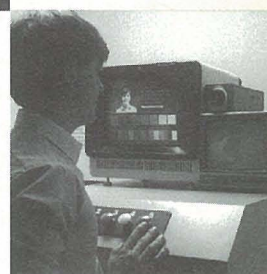
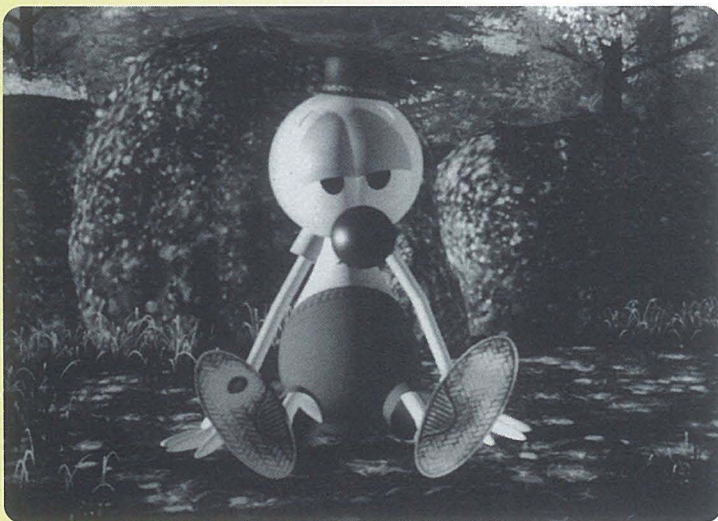


Photo: Lou Goodman



The Animation Theater in the graphics gallery started the Museum on a series of programs featuring computer-generated films. These have continued to fascinate visitors to the present day. Here André, one of the first fully three-dimensional models, is waking up. He was created in the 1984 film "André & Wally B." by the team that was to form Pixar.



Photo: Lilian Kemp

On COBOL's 25th anniversary, its premature tombstone was given to the Museum. Left to right: Oliver Smoot, CODASYL Committee Secretary Thomas Rice, current COBOL Committee Chairman Donald Nelson, Commodore Grace M. Hopper, Michael O'Connell and Howard Bromberg. Bromberg was the originator of the tombstone in a fit of frustration with the committee work on the original COBOL specifications. The COBOL Tombstone is on view in the gallery, *PEOPLE AND COMPUTERS: Milestones of a Revolution*.

Bill Gates' Teletype tape to input the BASIC interpreter for the Altair was added to the collection. This BASIC interpreter became a *de facto* standard for microcomputers.

For a Mouseathon at the Museum, teams built microprocessor-based robots to find their way through a maze to the cheese. The competition was between a set of Japanese mice and three mice brought by Dr. John Billingsley of England.



Photo: Jerry Rabinowitz



J. Presper Eckert and Kay Mauchly cut the birthday cake for the ENIAC's 40th, February 13, 1986.

Smart Machines™, the first new gallery since 1984, opens. Donors Gordon Bell and Russell Noftsker cut the ribbon at the June 18th opening.



Photo: FAYFOTO

Twenty-five historic robots were assembled for the *Smart Machines Theater* including Shakey, the first mobile sensing robot, and NASA's Mars Land Rover.



Photo: Duane Winfield

Oliver Strimpel, Director of Exhibits, hangs a drawing by Harold Cohen in the exhibit.

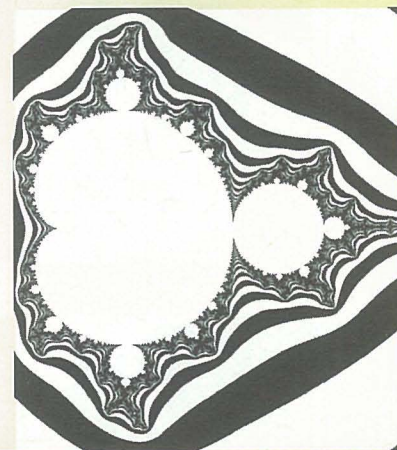


Photo: Dan McCoy/Rainbow

On One Hand™, an exhibition on the history of pocket calculating, was the Museum's first traveling exhibit. For better understanding, the pocket-sized Napier's Bones were built giant-size. The Smithsonian Institution Traveling Exhibition Service traveled this show to a dozen sites around the USA.



Colors of Chaos: A Special Exhibit of images generated by Heinz-Otto Peitgen and Peter Richter, University of Bremen, and Robert L. Devaney, Boston University.



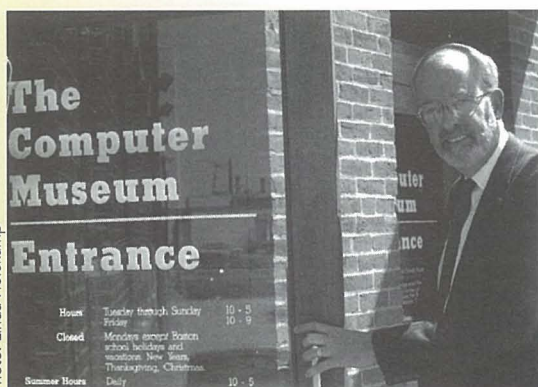
The Mandelbrot Set, courtesy of Benoit Mandelbrot/IBM

The winners of the Personal Computer Competition and their machines. From the left: Robert L. Blankenbaker built the earliest personal computer available for resale, the 1971 Kenbak-1. Robert Pond, an Altair 8800 hobbyist, maxed out this machine. Lee Felsenstein built the first implementation of a memory-mapped alphanumeric video display for personal computers. Thi Truong of France created the Micral, the earliest commercial non-kit computer based on a microprocessor.



Photo: Jerry Rabinowitz

Photo: Linda Holekamp



Gardner Hendrie becomes the third Chairman of The Computer Museum's Board of Directors.



Photo: Arthur Riehl

A UNIVAC 1, located in the garage of Mrs. Sarah Lawson in Goodlettsville, Tennessee, was donated to the Museum. Students of Professor Arthur Riehl of the University of Louisville and Dr. John McGregor, Murray State University, refurbished the computer for display.

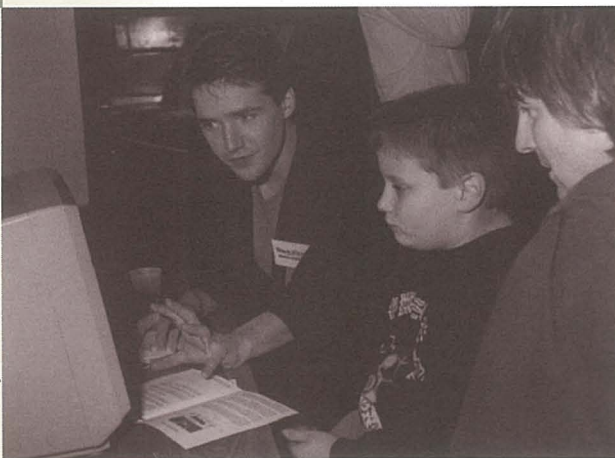
The UNIVAC was the first commercial computer; only 50 were made. Its fame came from correctly predicting Eisenhower's landslide election victory in 1952. In fact, at that time "univac" was synonymous with "computer" and people referred to "IBM univacs."

Education Coordinator Michael Chertok takes a robot workshop on the road to classrooms throughout New England.

Photo: Linda Holekamp



Photo: Jerry Rabinowitz



At the Museum's celebration of 25 Years of Computer Games, Peter Reynolds and Tom Snyder coax a young voyager into "The Halley Project."

Photo: Jerry Rabinowitz



Alan Kotok, Shag Graetz, and Steve "Slug" Russell at the PDP-1 playing "SpaceWar!," the game they wrote 25 years before, at the Museum's games celebration.

At the First Computer Bowl, the East Coast team of Richard Shaffer, Esther Dyson, David Hathaway, Mitch Kapor and Bill Poduska beat the West Coast team of David Bunnell, Adele Goldberg, Bill Joy, Allen Michels and Casey Powell. From the left: Michels, Powell, Bunnell, Goldberg, Poduska, Hathaway, Shaffer, Kapor, Dyson.

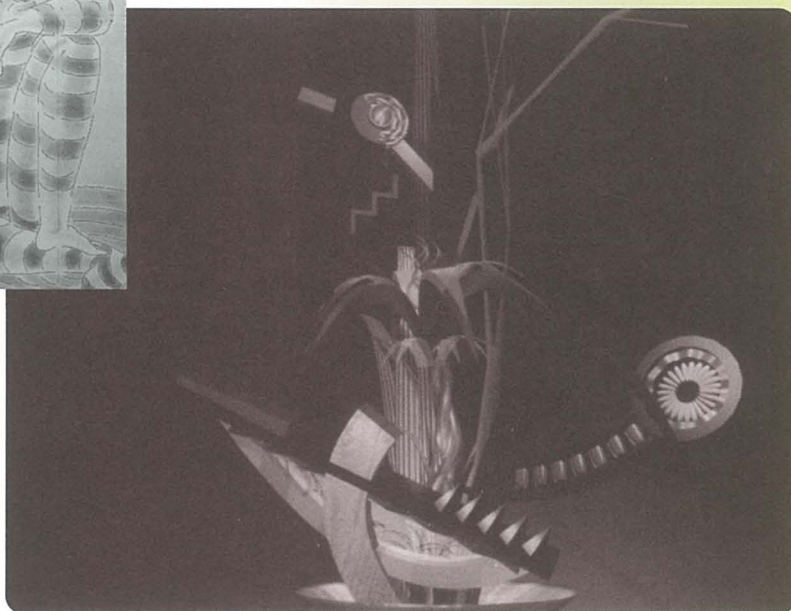


Photo: Martha Everson

Computer Art in Context: SIGGRAPH '89 Art Show opened June 30th for a six-month stay. A full-color catalog published by *Leonardo* featured 14 articles and all the works in the show.



Thoughts of the Moon. ©1988
Barbara Nessim



Flower Power. ©1988 Hiroshi Kamo

Terra Firma in Focus, an exhibit on the art and science of digital satellite imagery, opened in the Museum and then went on to travel the country under the auspices of the Association of Science and Technology Centers.

Nobel laureate Arno Penzias (on the ladder) installs *Capricious Constellation*, the mobile sculpture he did jointly with Lillian Schwartz (standing on the far right) and Alan Kaplan (not shown). Greg Welch, Dan Griscom, and Oliver Strimpel of the Museum watch in awe.

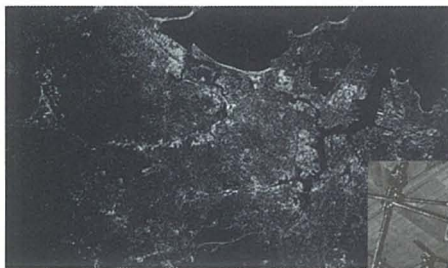


Photo: SPOT Image Corporation



Photo: Linda Helekamp



Photo: Michael Chertok

Robot building workshops brought parents and children together for project-based learning.

Photo: ©1990 Jack McWilliams Photography

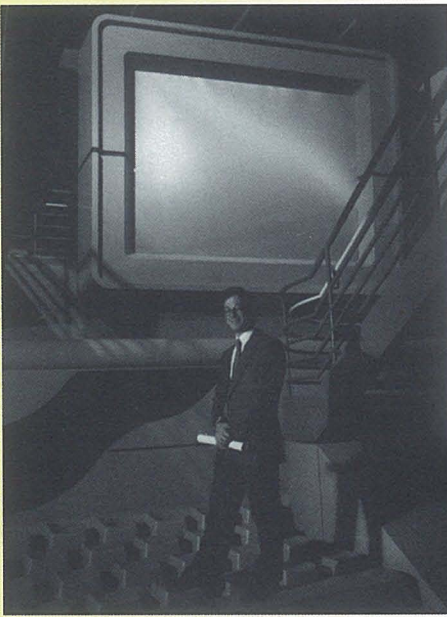


Photo: ©1990 Seth Resnick

Oliver Strimpel becomes Executive Director and realizes his dream exhibit, *The Walk-Through Computer*. The biggest project of the Museum to date involved a devoted team. Richard Fowler from Great Britain's National Museum of Photography, Film, and Television signed on as designer. David Macauley, famous for his books on the way things work, did the illustrations.

Jon Palfreman and Nancy Linde from WGBH-TV and Dean Winkler from Post Perfect Productions combined talents on the Software Theater. Drew Huffman from Paracomp animated many of the segments inside the chips and disk drive. A multi-talented staff and plethora of advisors and volunteers kept the project on schedule to open June 23.

The keyboard is swung into position.

The giant power plug outlet is delivered.

The Walk-Through Computer monitor is installed.

Photo: Richard Fowler

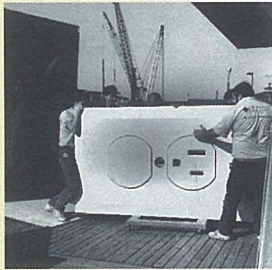


Photo: Richard Fowler



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Mitchell Kapor is one of the first to use the trackball.

Oliver Strimpel shows the CPU to Intel's Clif Purkiser, Ann Lewnes, and Jim Jarrett.

Photo: Ed MacKinnon



The West Coast Team won the Second Annual Computer Bowl, April 27, 1990. From the left: PC Letter Editor Stewart Alsop II, Microsoft Corporation Chairman Bill Gates, venture capitalist John Doerr, Chuck House of Hewlett-Packard, and Larry Tesler of Apple.

PEOPLE AND COMPUTERS: *Milestones of a Revolution* was a realization of the Museum's history exhibition. Joe Thompson returned to Boston from California to relive his experiences as an original operator of MIT's Whirlwind computer. Joe is immortalized as a manikin in the exhibit.

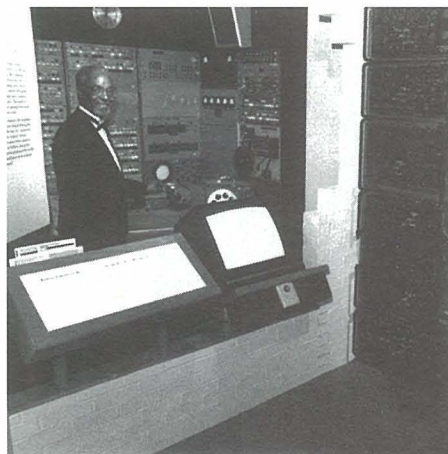


Photo: Gregg Silverio/FAYFOTO

J. Presper Eckert with the console of the UNIVAC 1 computer, based on his design for the ENIAC and EDVAC. The UNIVAC 1 was the first commercial computer available in the USA.

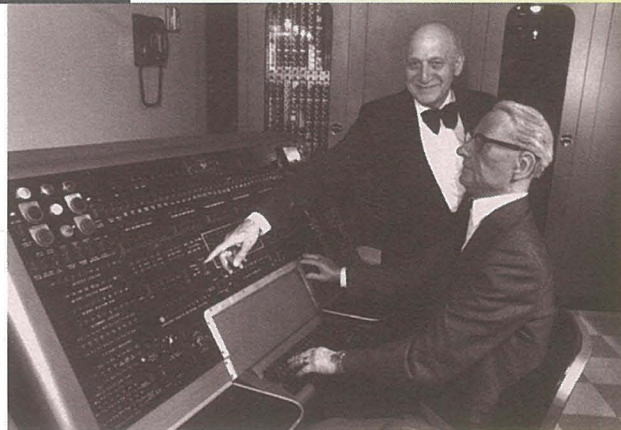


Photo: Gregg Silverio/FAYFOTO

Programming languages specialist Jean Sammet and the Tower of Babel in the milestone that highlights the evolution of high-level languages, such as COBOL and FORTRAN.



Photo: Gregg Silverio/FAYFOTO

Three of the members of the IBM System/360 team, Gene Amdahl, Dick Case, and Bob Evans, hide the console of the computer that brought computing into the mainstream of the business world.



Photo: Gregg Silverio/FAYFOTO

PDP-8 engineer Gordon Bell (on right) with neurophysiologist Dr. Truett Allison (on left) who modified the system for use in the operating room at Yale Medical School and West Haven VA Medical Center, Connecticut.

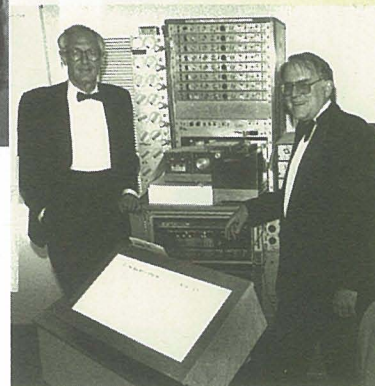


Photo: Gregg Silverio/FAYFOTO

The Third Annual Computer Bowl was played on the West Coast in the San Jose Convention Center, but the East Coast team recaptured this prize. Captained by author Pamela McCorduck, the team included John Armstrong of IBM, Sam Fuller of DEC, James Clark of NCR, and John Markoff of The New York Times.



Photo: Joe Czop

Photo: FAYFOTO



Boston Computer Society Chairman Jonathan Rotenberg (second from right), who initiated plans for *TOOLS & TOYS: The Amazing Personal Computer*, helps exhibit sponsor Mitch Kapor, chairman, Electronic Frontier Foundation (far left), cut the ribbon during the June opening. Oliver Strimpel and Gardner Hendrie, chairman of the Museum's Board (far right), look on.

TOOLS & TOYS' colorful design and engaging applications immediately drew young people and groups.

The Computer Museum's Loebner Prize Competition based on a limited version of the Turing Test was one of the Museum's most widely covered events.

Some Computers Manage to Fool People At Game of Imitating Human Beings

By David Berry
Staff Reporter of The Wall Street Journal
BOSTON—Computers made as unassuming as a washing machine Friday in a ground-breaking battle with people over conversational wit.

The contest was aimed at showing how well computers can simulate human action in ordinary conversation. What for some capable of the talking android of science fiction, the "artificial intelligence" systems entered in the contest succeeded in achieving the equivalent of a telephone pole: "What can you say about yourself?" a human judge asked one computer. "I'm not sure," replied the machine. "These machines must have taken their toll on me."

The contest, held at Boston's Computer Museum, was first proposed in 1980 for the Loebner Prize Competition. Alan Turing to answer the question, "Can machines think?" He called for a test in which human judges interrogate by typed exchanges either a person or a computer in separate rooms. If the judges conclude incorrectly that they're communicating with a person, the computer would deserve to be called a thinking machine.

Restricted Topics
The Turing test was held here at the behest of New York businessman David Lorber, president of restaurant supplier Crown Industries Inc., who has offered a \$100,000 prize for the first computer system able to pass it. It is a three-hour event that was delayed by technical problems. It has human judges conversed with computer terminals with eight judges sitting at a table, one of them or computers.

The judges were Boston-area residents about extensive computer training. The winners were preannounced by receiving people in certain institutions as an assistant or domestic relation. After 10-minute dialogues with human partners, the judges had to choose which one was computer.

Person was only a preliminary test because the Turing test because the person was limited to a few standard answers, a Turing test.

side, N.Y. Joseph Weidman, the company's president, said he developed it because people "to let all steam, compile or say anything did not have to worry about the other person getting angry."

Here is how the interchange went: "How do you know that I am not a dog?" Computer: "The greatest pleasure of a dog is that you make a fool of yourself with him. I just know it's true. Does that question interest you?" Judge: "Very much. Please expand on your canine theories. When you say pleasure, whose pleasure, yours (mine or the dog's)? And how is it not a dog?" Computer: "Why are you being so polite? What is your thought on that?" Why are you concerned over my canine theories? Judge: "I can't help being polite, it's just the way my parents raised me. Did you ever see the movie 'My Life as a Dog'?" Computer: "Ah, that show strongly remind me not to like..."

"I thought the whimsical program was a human because I was at ease with it and it made me laugh," said one of the judges, 23-year-old Martha Griggs.

In another surprise, two judges passed their vote of the human, human, Shake-uppers half Cynthia Gray, said a computer: "I didn't realize that a human would have that amount of knowledge about the winners," said Emma Green, a judge who thought Mr. Gray was a kind of electronic encyclopedia.

Key Words Bring Canned Replies
All the programs entered in the contest used the same basic strategy to fool the judges, said Michael Mastlin, a Carnegie Mellon University researcher who observed the contest and entered a program. It is called "Road Talk." The strategy involved scanning judges' questions for certain "key words" to select potentially relevant responses from databases of canned replies. The programs also sometimes incorporated "judges' words" into their responses. The strategy is attributed to Joseph Weidman, a Massachusetts Institute of Technology research professor who created a program in the 1960s called KITT, that crudely imitates a psychologist by selective reorganization of things said to it.

Computer experts at the contest said



Photo: Ed MacKinnon



Photo: Ed MacKinnon

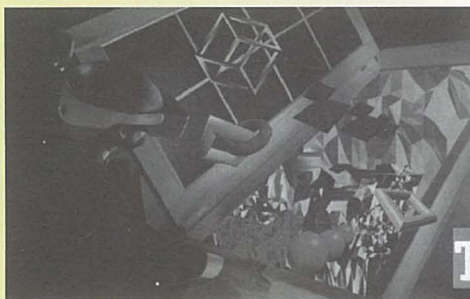


Photo: Courtesy of Intel Corporation and Sense8

How Tall Are You?



Photo: Linda Holekamp

Bill Gates, chairman of Microsoft Corporation, asks the questions at the Fourth Annual Computer Bowl, played on the East Coast. ("Computer Chronicles" Host Stewart Cheifet is on the right.)

Captain John F. "Future" Shoch of the West (holding the trophy) noted, "It's no surprise the West Coast team, so clearly superior in bytes, brains and brawn, has captured The Computer Bowl." Team members included (from the left) Vern "The Ace" Raburn, Jeffrey "The Killer" Kalb, Ruthann "The Mighty" Quindlen, and John E. "Knock Knock" Warnock.

A weekend of "virtual reality" in April featured networked VR on a personal computer. People lined up outside the doors, breaking previous attendance records.

Former Celtics' star Dave Cowens (on the right) joins Museum Exhibit Engineer Dan Griscom at the *How Tall Are You?*™ exhibit, one of 14 licensed exhibits that have been distributed to 18 museums and centers in the United States, Mexico, the United Kingdom, and Japan.

The enhancement of *Smart Machines* featured new installations and interactive exhibits and upgraded the best existing interactives. Before the opening, 150 students in a project involving The Wang Center and the Museum shared their robotic creations with J. F. Engelberger, the "father of modern robotics." From the left: Engelberger, Ullanda Dennis, Marna McNulty, Melissa Almeida.

The *Computer Clubhouse* is launched for underserved youth, aged 10-16. Some young people from Dorchester, Mass., create computer-controlled LEGO devices.

Guided by Clubhouse mentors, these young people use powerful computer tools with real-world applications to work on their own projects.

Part of transforming *Smart Machines* into *ROBOTS & OTHER SMART MACHINES* was the arrival from the Smithsonian of "R2-D2™", the original robot costume of the "Star Wars" character.

The Overnights Program enables kids to participate in games and educational activities, while camping out in the galleries (as some Futurekids did in The Walk-Through Computer).

In the Fifth Annual Computer Bowl in San Jose, West Coast Captain Harry Saal (hoisting the trophy) led his team to victory. He explains, "It's final proof that Westerners 'Excel' over the 'Lotus'-eaters from the East." He is joined by Lisa Thorell, Michael McConnell, Jerry Kaplan and Jean-Louis Gassée.

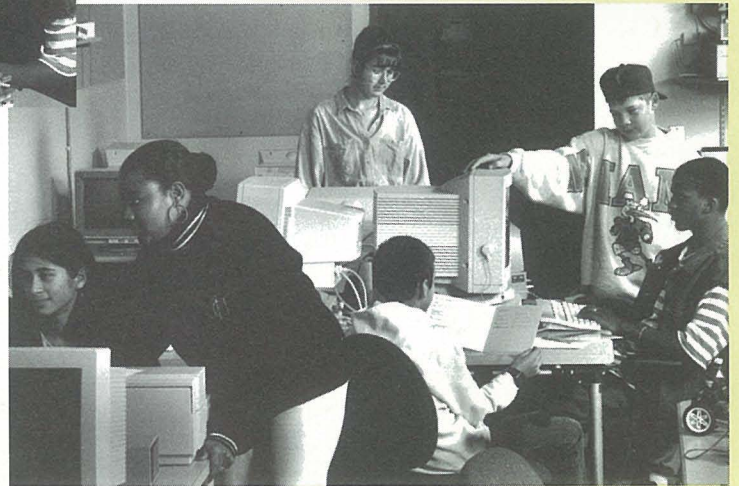


Photo: Eileen Knight



Photo: Joe Czop

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Photo: Krystyna Wiekiewicz

The 5th Wave

By Rich Tennant

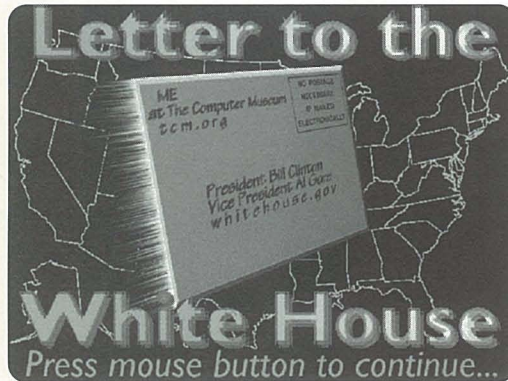


Photo: ©1993 The Computer Museum

Photo: Keith Quenzel/FAFOTO



Photo: Vera Kark



EAST COAST ALL STARS

Charles A. Zraket becomes the Museum's fourth Chairman of the Board. Here he introduces students from Montclair Elementary School, Quincy, to The Walk-Through Computer. From the left, they are: Brian Stock, Loan Vu, Cindy Chou, Joseph Cronin, Sarah White, Jessica Pierre.

Grandmaster Joel Benjamin captures the title for the 4th Harvard Cup: Human vs. Computer Chess Challenge. Although application speed and performance improved, the computer team won only 25 percent of the total points.

The Museum provides a light-hearted look at our lives with computers in an exhibit of 50 irreverent drawings by cartoonist Rich Tennant.

Letter to the White House™ enables visitors to send an electronic message to President Clinton and Vice President Gore, then see how it is routed through the web of machines that are part of the Internet. The exhibit was a prototype for *THE NETWORKED PLANET*, opening November 1994.

Ten years after moving to Museum Wharf, Ken Olsen and Oliver Strimpel celebrate the transfer of Digital Equipment Corporation's leasehold ownership of the building to The Computer Museum.

Thumbs up for the East Coast who defeated the West 190-150 in The Computer Bowl All-Star Game. This contest pitted the Most Valuable Players of past Bowls against each other. Captain Mitch Kapor is flanked by Neil Colvin, Bob Frankston, Pamela McCorduck and David Nelson. They faced Captain Bill Joy, Bill Gates, David Liddle, Jeff Kalb, and Harry Saal from the West.

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A. F. Shugart Shugart Arm Bearing Assembly, 1961
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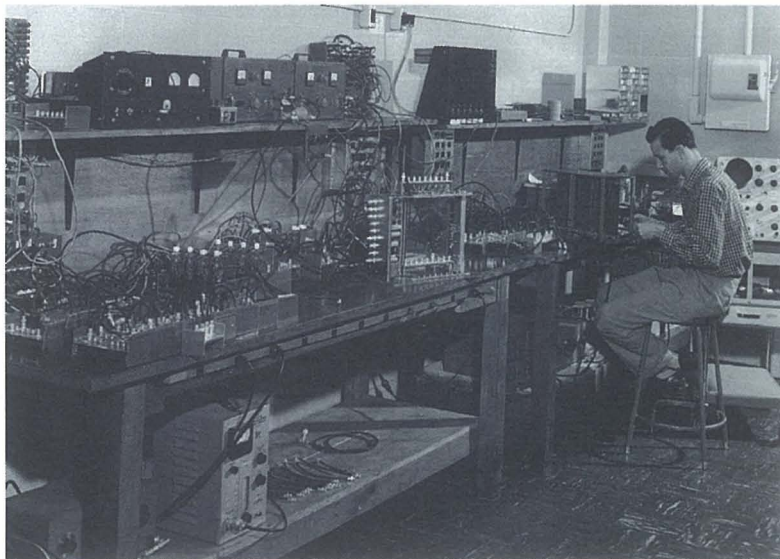
International Business Machines Mass Storage System scale model, 1968
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Apollo Computer DN 600 color graphics controller; DN 550 disk controller, 1985; DN 3000 cpu board, 1986; DN10000 paperweight, 1988; instruction processor, 1988; engineering drawing 00001, 1980; token ring network connector, 1987; Sable token ring board, 1987; DN300 cpu board, 1983; DSP 80 server, multibus, cpu extender board, 1983; DN 660 cpu 1 board, 1984; DN 100 wire wrap memory board, 1981
Donated by Hewlett-Packard Company, X1160.94-X1171.94

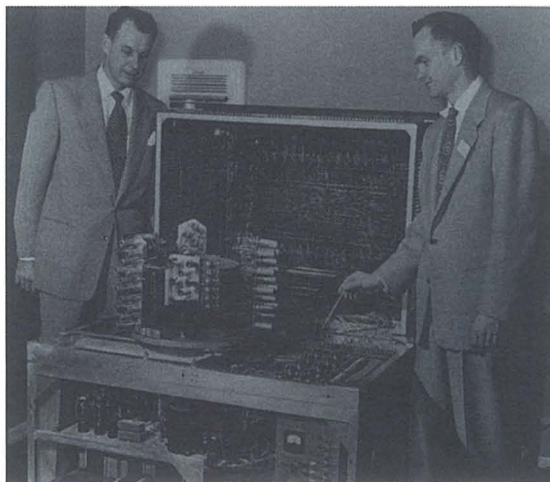
UCSI supercomputer processor, first IPU chip, 1989
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This photo from the Museum's collection shows Sylvian Ray testing core planes in 1959.



This 1952 photograph from The Computer Museum's collection shows the first General Purpose machine designed and built by Computer Research Corporation. It was developed under contract from the Air Force Cambridge Research Labs as part of their plan to investigate digital computers to help solve the United States' air defense problem. The man on the left is Dick Dabney, the first President of CRC. On the right is Don Eckdahl, also of CRC.

Photo: from the Historical Collection

Photo: from the Historical Collection

THE SIXTH COMPUTER BOWL 1994

A one-of-a-kind fundraising event to benefit the Museum's educational programs, The Computer Bowl plays out the legendary East/West Coast high-tech rivalry in a contest of computer knowledge. Since 1988, the Bowl has raised more than \$4.4 million in donations and in-kind support. It attracts the support of hundreds of sponsors and enthusiastic volunteers, as well as media coverage from around the world. The Sixth Computer Bowl would not have been possible without the support of those listed below.



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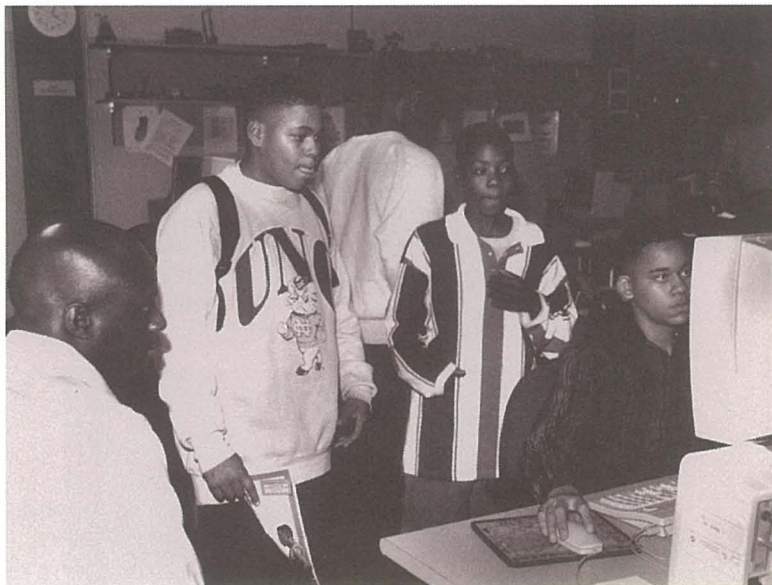


Photo: Keith Quenzel/FAFOTO

In the *Computer Clubhouse*, young people use powerful computers to create their own computer animation.

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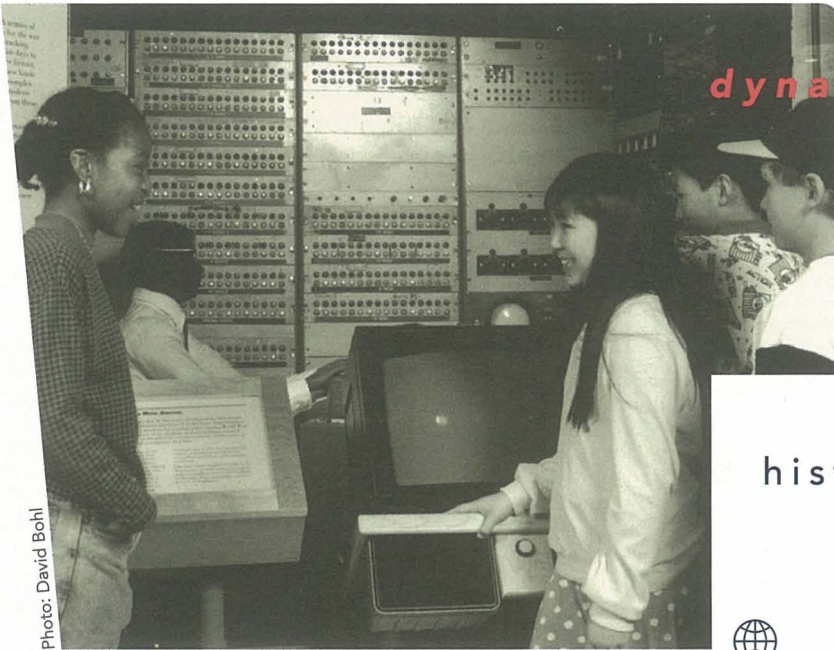


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