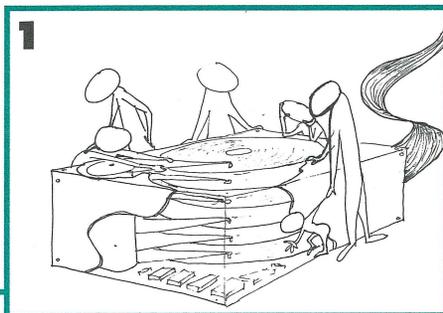


NEWS

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*™. 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

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

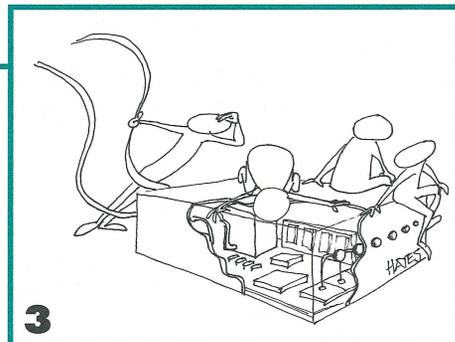
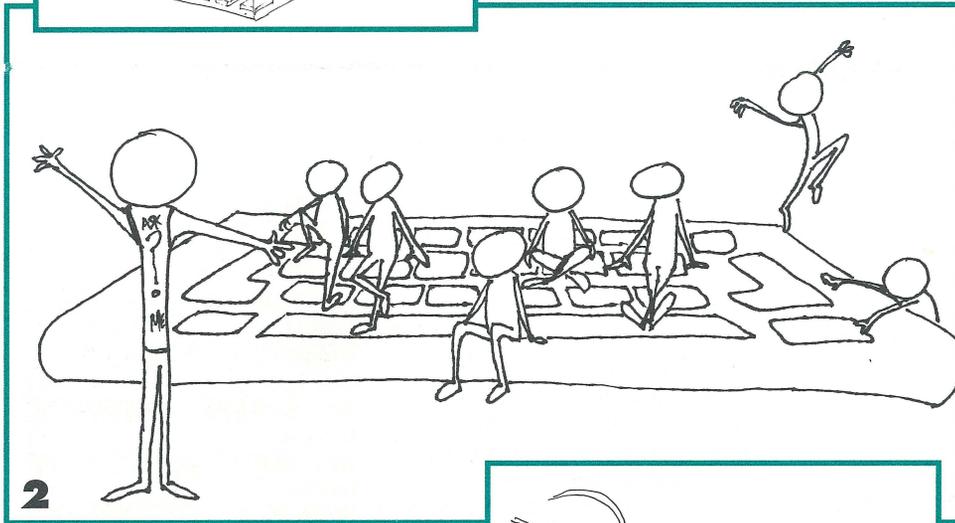
The new *Walk-Through Computer* will capture the excitement of the original and introduce visitors to the power of Intel's Pentium™ processor and a myriad of multimedia features. A giant CD-ROM player will provide the opportunity to manipulate bits of information on a CD, using a laser. Visitors can 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 mouse-driven program will let young children

(continued on P.2)



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.

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 business-supported 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

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

The Networked Planet found itself among the finalists for this year's Computerworld Smithsonian Awards.

President of the Museum. And at press time, *The Networked Planet* exhibit proudly found itself among the finalists for this year's Computerworld 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.

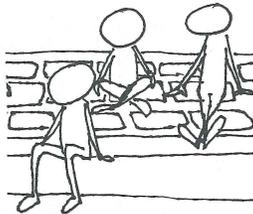


Oliver Strimpel
Executive Director
strimpel@tcm.org

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.



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 8-bit 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.

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

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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 Day

Winter Hours: Open Tuesday-Sunday, 10am-5pm. Closed Mondays, except Boston School holidays and vacations. Closed Thanksgiving, 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 On-Line Museum: Off and Running

A grant from the National Science Foundation is supporting the first phase of a three-year program to develop an On-Line Museum accessible via the Internet. The Museum's Web site is up now (<http://www.net.org/>) and under construction, and the formal launch of the first phase of the On-Line Museum is planned for March 1996.

Advisors from the computer industry and museum worlds met in April to initiate the planning. Ed Belove, AT&T Interchange, a Museum Board member who chaired the advisors, noted, "The ability to build community is what makes this medium unique."

The other advisors and Museum staff included Michael D'Alessandro, The Virtual Hospital Project; Gwen Bell and Sari Boren, The Computer Museum; David Farber, The University of Pennsylvania; Diane Franklin and David Greschler, The Computer Museum; Paul Helfrich, The Franklin Institute; Brian Lee, The Computer Museum; Bob Metcalfe, InfoWorld; Lincoln Millstein, The Boston Globe; Ellen Pack, Women's Wire; Rob Semper, The Exploratorium; Lee Sproull, Boston University School of Management; Oliver Strimpel, The Computer Museum; and Bob Tinker, TERC.

The advisors concurred with Belove that the On-Line Museum should not only provide information, but enable people to interact with the exhibits and each other. They also agreed that the On-line Museum was a natural place to showcase the Museum's collections and experiment with interactive informal learning.

Goals

The results of this meeting and interviews with other networking experts are being incorporated into a plan for the On-Line Museum. The goals are to:

- build a dynamic site about computing and its history, valuable to users for its information, interactive opportunities and community-building experiences;
- create a living laboratory for studying and experimenting with on-line informal education.

The On-Line Museum will combine the Museum's unique approach to informal education with distance learning that exploits the special nature of networks. It will consist of experiences of interest to its

various audiences—including educators, technology-oriented scholars, industry professionals, parents, students, and children. These experiences will involve interactive and other exhibits, access to databases, real-time data and historical information, opportunities for building



Above and bottom right: Icons from the Museum's current Web site.

community, and the ability to download a variety of print and software resources.

Information Desk at <http://www.net.org/>

The Web browser will provide an overview of the features of the On-Line Museum via both an image and text-based map. An Information Desk will explain what's available in the on-line and on-site Museums. An early version is now viewable at the Museum's Web site. Visitors will be able to move through the site in ways that match their interests. They will also be able to take guided tours, conducted by a text-, audio- or video-based tour guide.

Galleries

The heart of the On-Line Museum is a series of virtual "galleries," accessible using Web technology. The Collections Gallery will offer access to an index of the collections catalog—with complete copies of the catalog available electronically; a sampling of the photograph collection; pointers to other computer history sites; a "this day in history" feature; and hot links to interactive simulations of historic machines, to the Museum's Occasional Letter on the Historical Collection and to the collectibles section of the Charity Auction.

A Kids' Software Gallery will integrate visitors' evaluations of software into The Computer Museum's *Guide to the Best Software for Kids*. Visitors can read updated reviews, interactively sample software and hotlink to the Museum Store, where either the book or software can be ordered. A community of interested parents, teachers and children will be encouraged to form around this topic.

Interactive experiences central to the on-site Museum will be adapted or else developed especially for the Web. For example, the (local area) Network Puzzle game may be reprogrammed to work across the Internet, while an artificially intelligent Strawberry Vendor might be adapted for the Web. A new version of the healthy computing interactive may be developed uniquely for the On-Line Museum.

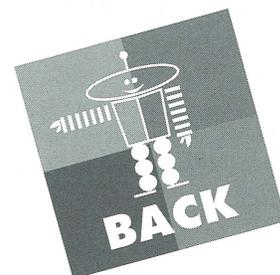
Other features of the On-Line Museum might include a virtual meeting room for visitors and members, a resource center, a site for special events and conferences, and an education center with on-line courses and other resources for teachers.

To reach these parts of the On-Line Museum, technologies such as FTP and listservs will be used, in addition to Web technology. But all components will be hyperlinked through the initial Web interface.

To measure how well the On-Line Museum is fulfilling its mission, formative evaluations will be conducted, asking both the On-Line Museum's advisors and current on-line users to participate.

Partnerships

The On-Line Museum offers partnerships to educational or other organizations, as well as opportunities to volunteers interested in developing project components. For more information, please e-mail Diane Franklin (franklin@tcm.org) or call (617)426-2800 x332.



The Museum's World Wide Web Auction "Nets" a Win!

From Monday, May 22, to the frantic final hours on Friday, May 26, hundreds of people from Finland to Silicon Valley hunted for bargains in the Museum's Charity Auction on the World Wide Web. This first-of-a-kind auction combined the latest interactive software and networking technology with the old-fashioned thrills of competitive bidding. The Museum raised over \$30,000 from the sale of 134 items, more than doubling the proceeds from last year's Internet Auction.

It all began in 1994, when Jerry Kaplan, recently of GO Corporation and author of *Start Up: A Silicon Valley Adventure*, approached the Museum and offered to launch his new Web-based retail service, OnSale Interactive Marketplace, with an auction to benefit the Museum.

"This software," Kaplan explained, "creates the excitement of bidding at an auction in person—with prices and availability changing instantly in response to other bidders' actions. As bids are received or items sold, the Web pages are immediately updated with the latest inventory and prices, he said. This "real-time" ability provides an exciting, interactive feel, while OnSale's ability to proxy-bid for all bidders ensures that the action is ongoing and suspenseful. When a bid is no longer the highest, the bidder is notified by e-mail, allowing the opportunity to up that bid.

Photograph: The Computer Museum



This 24-pound museum-quality Osborne 1 sold for \$1,000. Traffic on the catalog page of this "luggable" proved that nostalgia for the 1981 computer is high.

A date was set, auction items were gathered and the auction was on!

Prompted by stories in The New York Times, USA Today, and The London Daily Telegraph, "WebHeads" from around the world tuned in to the site. Additional exposure from Netscape's "What's Cool" list, Yahoo, and Hotwired, Wired Magazine's new Web-based publication, upped the traffic hourly. Hot links between OnSale and The Computer Museum's home page gave the bidders a strong insight into what their funds were benefiting.

By Thursday afternoon, more than 10,000 people an hour were checking out the sight, learning more about the Museum and choosing their targets. The numbers started to rise. Bidding duels erupted from Boston, Massachusetts, to Redmond, Washington.

In one such fracas, an employee of Computerworld and someone at Stratus Computer went head to head over a Rocket Science Shout 'N' Shoot. Stratus was triumphant, and got the head-gear

Photograph: Agnieszka Sosnowska



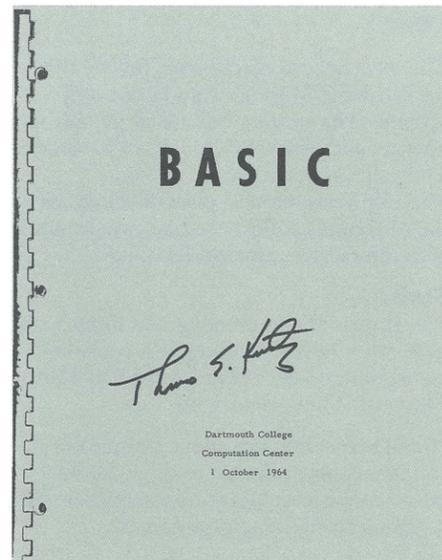
Museum exhibit developer Christopher Grotke shows off a T-shirt signed by Andy Hertzfeld and Gordon Bell. The cartoon depicts the long-awaited Apple-DEC linking of Macs to VAX—"Vacuum" cleaners, that is. Hot bidding from Mountainview, California, to Galesburg, Illinois, netted \$45.

(which sprays a soaking blast at the person or thing you shout at) after some of the most tense bidding in the auction.

Bidders chose from over 200 items from categories such as computer collectibles, contemporary software and hardware, computer-generated artwork, travel packages and services. Other items included an original version of Lotus 1-2-3, signed by Mitch Kapor and Jonathan Sachs, a tiny 1950s Nixie Tube (which went for \$27) and a brand-new Digital Equipment Corporation HiNote laptop computer (a steal for \$3,050).

The Museum's auction was "the first time I ever put my credit card on the Web," said an exhilarated Jean Privett of Cleveland, Ohio. (She won two software packages and a signed copy of Nick Negroponte's *Being Digital*.) "What a great idea. I think we all won!"

If you missed the first Web Auction, don't despair. Another one is in the works for the Fall. For more information on donating, registering or receiving a catalog for that auction, please e-mail Susanne Schantz at schantz@tcm.org.



An original BASIC manual signed by Thomas Kurtz prompted one of the hottest bidding wars. The book, which started at \$250, whizzed all the way up to \$455.

West Wins First Computer Bowl in Cyberspace

Photograph: Chris Johnson



The winning West Coast Team included (from the left) Roel Pieper, Andy Hertzfeld, Steve Blank, Captain Cheryl Vedoe, and Eric Benhamou.

The East Coast Team came sporting "bowling" uniforms, while the West Coast blew in with umbrella hats and rain ponchos reading "Flood Patrol." That was the unusual scene on April 20 for The Computer Bowl®: The "Net" Generation. The outfits were out of the ordinary, but then so was the game....

This year, the teams stayed on their respective coasts and could see each other only via monitors. Phone lines, satellite links and a customized buzzer system compensated for a bi-coastal time delay.

Host and "Game-Master" Chris Morgan, also via monitor, launched the play from "virtual Kansas," along with Nicholas Negroponte of MIT's Media Lab, who served as the "Questioner." Although there were kinks to work out, the players enjoyed having the home crowd support, and matched wits via satellite with no loss of momentum.

The East Coast kicked off the game with a decisive lead. By the end of the first half, the score was 110 East and 60 West. Not to be held down for long, the West roared back when Rocket Science Games' CEO

Steve Blank correctly answered several questions, including a tie-breaker: "February 1996 will be the 50th anniversary of what famous early computer?" (ENIAC). The final score was West 230 to 190 for the East.

The West Coast Team, captained by Cheryl Vedoe, Tenth Planet, included Eric Benhamou, 3Com Corporation; Steve Blank; Andy Hertzfeld, General Magic; and Roel Pieper, UB Networks. The West Coast's MVP was Steve Blank, who will return as next year's team captain.

The East Coast Team, anchored by Captain Katherine Clark, Landmark Systems, included Joseph Alsop, Progress Software; Paul Gillin, Computerworld; John Landry, Lotus Development Corporation; and Carl Ledbetter, AT&T Consumer Products Division. The East Coast MVP was Paul Gillin, who will return as next year's team captain.

In another technological first, the Bowl was played in real time by an audience online. Approximately 400 America Online subscribers joined in via their home computers, answering questions as they were asked of the players and winning

prizes along the way.

Before the Bowl, an auction was conducted simultaneously between both coasts and raised more than \$50,000. Top items were an Intel 8080 rubylith, signed by the designers, which sold for \$25,000, and a one-week stint as Publisher of Computerworld, which was the subject of a bidding war, as it was last year. Cary Johnson of Progress Software won it initially for \$13,500. Afterwards, it was offered to competitive bidder Roel Pieper, who accepted it for the same price.

The Bowl was presented by Apple Computer and underwritten by Intel Corporation, the Bowl Set Sponsor, and Computerworld, the Most Valuable Player Award Sponsor. The Official Sponsors were the ACM, Cirrus Logic, Kleiner Perkins Caufield & Byers, Powersoft Corporation, Price Waterhouse, Progress Software, Silicon Valley Bank, Stratus Computer, UB Networks, and Visix Software.

Next year's Bowl will be played again in Cyberspace on May 3, 1996. For more information, please call Carol Welsh (415)323-1909 or e-mail her: welsh@tcm.org.

Up and Running

Summer Camp at The Computer Museum

The Museum will again offer Computer Camps to children ages 8-15 starting July 10. The camps offer a unique educational playground in which to inspire and educate your child about technology. With more than 150 dynamic, hands-on exhibits, learning will be an active adventure, and campers will become comfortable with a range of technologies.

Scavenger hunts and other activities in *The Networked Planet* and *Robots & Other Smart Machines* will enable kids to explore the Internet and artificially intelligent machines. An interactive adventure through *The Walk-Through Computer™* lets campers play the parts of various

components to learn how a computer works. In the Computer Clubhouse, kids will have the resources, tools, and materials to develop their own projects in such areas as graphics, simulations, and interactive multimedia.

One-week sessions for kids ages 8-15: July 10 - August 25, and during Boston Public School vacation weeks

Camp activities: 9:00 a.m. - 4:30 p.m. .
Tuition: \$250

Members get a \$25 (10%) discount off regular tuition. To enroll, call (617) 426-2800 x433 or ask for an application at the front desk during your next visit.



Photograph: John Rich/FAFOTO

Kids love to climb on the trackball to make it work.

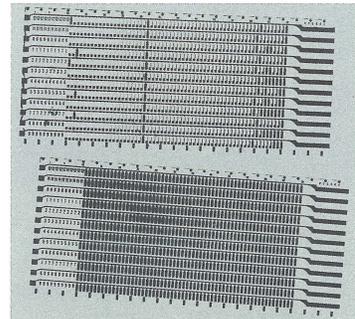
Collections

Microprogramming Treasures Acquired

The University of Southwestern Louisiana recently donated an extensive repository of microprogramming artifacts and documentation to the historical collection. The term "microprogramming," coined by Dr. M. V. Wilkes at Cambridge University in 1951, refers to the steps used to effect single machine instructions. Microprogramming encompasses the various hardware- and software-based implementations of instruction sets.

Highlights of the collection include photographs, specifications, components, and microcode relating to the IBM 360

series of computers, the Nanodata QM-1, and the University of Aarhus, Denmark, Rikke 1. The Museum encourages additions to the collection, especially architectural and engineering specifications and documentation, microprogramming tools, samples of actual microcode for specific machines, sales literature, sketches, photographs, and footage, memoirs, unpublished notes, papers, and personal communications, breadboard systems, and actual computer systems and components.



The Card Capacitor Read-Only Store was one of three control store microcode systems developed at International Business Machines in the early 1960s that allowed IBM to make System/360 machines function like older products.

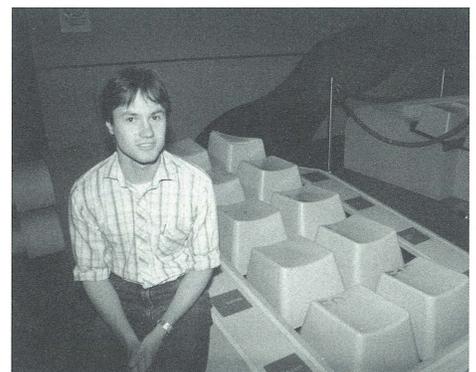
Special Programs

Calling All Volunteers!

The Museum is expanding its Volunteer Program. It now includes people from many backgrounds and ages. Computer animator Ed Hill, for example, has given 100 hours to the Education Department, creating demonstrations for visitors about animation. Nina Smoylar, 15, scanned artwork for the Museum's First Charity Auction on the World Wide Web, while computer engineer Kay Paciorek served as a liaison with registrants. Czech student Vlad Vlcek, 22, helped create an Internet Scavenger Hunt. Simson Garfinkel has been building an on-line compatible visual database of the Museum's historical photographs for the Collections Department.

Volunteers are vital to the Museum's growth. In return, they learn a lot, expand their contacts, and have fun. Ed Hill summed it up, "Teaching is important to me, and working with the Museum adds a touch of class to your portfolio. That, and the Museum puts together the coolest teams I've worked with yet!"

Volunteers receive invitations to social gatherings, recognition events, their own Internet accounts, and parking reimbursements. Openings are available in a variety of departments. For more information, call Kimberly Hertz at (617)426-2800 x433, or e-mail: hertz@tcm.org.



Photograph: Agnieszka Sosnowska (a Museum volunteer)

Volunteer Vlad Vlcek, 22, takes a break from his busy schedule.

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The Museum recognizes all In-Kind Donors, Donors of \$100 and more, and Volunteers in its Annual report.

We apologize for any inadvertent omissions from our donor list. Please inform us of any errors so that we may correct our records.

Upcoming Events & Programs 1995

July 5 - September 4: 10:30 a.m. daily

M—Free

Introduction to the Internet for Beginners

Half-hour introductory "seminars" each morning will include orientation, a guided "excursion," and free exploration.

Presented by WZLX / 100.7

(<http://www.wzlx.com>). For exact times, call (617)426-2800 x630.

July 10 - August 25

Computer Camp

One-week sessions for kids, 8-15, start every Monday. To enroll, call (617)426-2800 x433 or ask for an application at front desk. See page 6.

September 5, 1995 - June 30, 1996

Overnights

So many fun-filled educational activities are planned, there's barely time to sleep! Call (617)426-2800 x344

October 14: 10 a.m. - 6:00 p.m.

Harvard Cup Youth Challenge

Kids, ages 5-16, can learn from chess masters and compete against chess programs for prizes. For weekend package, call (617)876-5759 or e-mail: youthchallenge@h3.org.

October 14 - 15: 10 a.m. - 6:00 p.m.

Sixth Annual Harvard Cup Human vs. Computer Chess Challenge

M—Free

Watch the grandmasters compete against a team of computers for the Harvard Cup. For weekend package, call (617)876-5759 or e-mail: harvardcup@h3.org.

October 21

The All-New Walk-Through Computer

M—October 20

Members-Only Preview. For more information, call Julie Rackliffe at (617)426-2800 x432. See page 1.

Any time!

Birthday Parties

Fun-filled packages include cake, decorations, private room, gifts, scavenger hunt, and unlimited access to all exhibit galleries. Call Maria Bruno at (617)426-2800 x334 or e-mail bruno@tcm.org.

Open 24 hours a day, 365 days a year

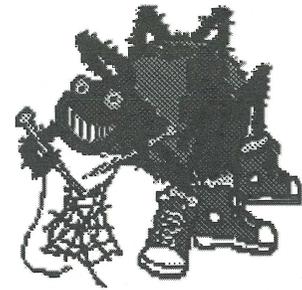
The Computer Museum Web Store

The Museum Store's new Web "branch" serves customers around the world.

Browse the unique collection of items on the World Wide Web. Pre-order *The Guide to the Best Software for Kids*

(HarperCollins, Fall 1995) at a special price). Via World Wide Web:

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THE WEB STORE

M—Members-Only Events

Pre-order The Computer Museum's *Guide to the Best Software for Kids*. Call (617)426-2800 x306

MEMBERSHIP

Members get free admission for one year; The Computer Museum *NEWS*, a newsletter of Museum activities; the *Annual* report; invitations to exhibit previews and members-only events; advance notice of exhibitions and lectures; and a 10% discount on purchases over \$5 in the Museum Store. For more information, call the membership department at (617) 426-2800 x432.

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\$35 One-Year

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\$50 One-Year

\$90 Two-year

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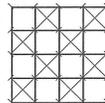
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