Founded in 1979 to chronicle the history and preserve the artifacts of the computer revolution, The Computer Museum is the only international institution devoted solely to computers and their impact on society. Located on the Boston waterfront, the Museum is a unique educational center dedicated to increasing public understanding and knowledge of information technology. The Museum currently hosts over 150,000 visitors annually. Millions more across the country see its various traveling exhibits.

The Museum has the most comprehensive collection of historical computers and robots in the world and more than 75 hands-on interactive exhibits. A recent exhibit addition is "The Walk-Through Computer™," the world's only two-story working model of a computer, designed to engage and teach people of all ages.

The Computer Museum

Jack McWilliams Photo

Corporate Support

Early corporate involvement provided the basis for founding the Museum. Today, in an age in which computer literacy is critical to competitive advantage, Corporate Membership allows companies to directly assist the Museum in educating our current and future labor pool. Corporate support is crucial for maintaining our educational programs.

Additional corporate sponsorship of special activities and projects has resulted in some of the Museum's most exciting exhibits and events, like "The Walk-Through Computer™" and its popular annual fundraising event, "The Computer Bowl®."

As a benefit to its corporate members, the Museum provides educational and entertainment opportunities especially suited to corporate needs. The Museum provides a forum for industry communication, admission benefits to customers, employees, and families of corporate members, and a site to host conferences, meetings, and parties. More than half of the Museum's members are headquartered outside the Boston area, a testimony to the global appeal of the institution.

Corporate Benefactor: $10,000
- 1,000 free admission passes or the privilege of a single free day with special programs for all employees and their families
- Seven designated representatives who receive all Museum publications and invitations
- Use of Museum document and video collection
- Audio tapes of Breakfast Seminar Series
- Ability to participate in Museum's Collection Loan Program

Corporate Patron: $5,000
- 500 free admission passes
- Five designated representatives who receive all Museum publications and invitations
- Use of Museum's document and video collection

Corporate Sponsor: $3,000
- 300 free admission passes
- Three designated representatives who receive all Museum publications and invitations
- Use of Museum's document collection

Corporate Contributor: $1,000
- 100 free admission passes
- Two designated representatives who receive all Museum publications and invitations
- Use of Museum's document collection

Benefits of Corporate Membership
All Corporate Members receive the following:

Recognition in all Museum publications

Invitations to corporate "member-only" monthly breakfast seminars

Reduced rates for rental of facilities for corporate functions

Invitations to openings and priority admission to special events

Access to "insider" news describing sponsorship opportunities available for Museum projects and events

Audiotapes of the Breakfast Seminar are available for corporate members based outside New England who cannot attend the seminars in person.

Admission tickets may be donated in the corporation's name to the Museum's Ticket Subsidy Program which provides free admission to needy organizations and underserved community groups.

Dr. Edward Teller

The Breakfast Seminar Series

The Breakfast Seminar Series is a monthly program which presents speakers of international prominence in the world of computing. The Series focuses on current emerging trends of key importance to business decision-makers. The Series is an exclusive benefit of corporate members.

Selected Past Speakers

Joel Birnbaum, V.P. & G.M.
Hewlett-Packard Company

Bill Foster, President
Stratus Computer Inc.

Charles Sporck, President
National Semiconductor Corporation

Frank King, Sr. Vice President
Lotus Development Corporation

Arno Penzias, Vice President
AT&T Bell Labs

Esther Dyson, Editor & Publisher
(Release 1.0)

Edward Teller, Sr. Research Fellow
Hoover Institution

Patrick McGovern, Chairman
International Data Group

Ed Feigenbaum
Stanford University

Ted Nelson
Autodesk Inc.

The Computer Museum "....has become a focal point and unifying force in the highly competitive, rapidly changing [computer] industry."
— *Boston Globe*, October 1988

"The Computer Museum is the only institution that has the sole purpose of preserving something of the history and artifacts and the culture of computing. And I think that it's going to become increasingly important that we have an institution that enables us to look back and understand where we came from. And that's The Computer Museum." — Mitchell Kapor, *ON Technology*

"The Breakfast Seminar Series is a forum to learn about the various forces shaping the future of technology. The Seminar Series alone is worth the cost of membership."
— Richard Murray, *Coopers & Lybrand*

"Corporate sponsors of the Museum benefit directly from a computer literate society. Exciting interactive and educational exhibits like The Walk-Through Computer, many of which travel or are replicated, intrigue and educate visitors of all ages. This mission deserves our encouragement and support." — Laura Barker Morse, *Heidrick & Struggles*

Member Application

Company

_____

Contact

_____

Address

_____

City

_____

State   Zip

_____

Telephone

Corporate Membership

☐ Corporate Contributor: $1,000

☐ Corporate Sponsor: $3,000

☐ Corporate Patron: $5,000

☐ Corporate Benefactor: $10,000

Benefits of Corporate Membership
All Corporate Members receive the following:

Recognition in all Museum publications

Invitations to corporate "member-only" monthly breakfast seminars

Reduced rates for rental of facilities for corporate functions

Invitations to openings and priority admission to special events

Access to "insider" news describing sponsorship opportunities available for Museum projects and events

Audiotapes of the Breakfast Seminar are available for corporate members based outside New England who cannot attend the seminars in person.

Admission tickets may be donated in the corporation's name to the Museum's Ticket Subsidy Program which provides free admission to needy organizations and underserved community groups.

Membership is non-refundable

Corporate Members

Benefactor
$10,000 or more
Digital Equipment Corporation
IEEE Computer Society
Microsoft Corporation
Powersoft Corporation
Unisys Corporation

Patron
$5,000 or more
Adobe Systems
American Power Conversion
AT&T Consumer Products
Banyan Systems
Bay Networks
Compaq Computer Foundation
Data General
International Business Machines
International Data Group
Mathworks
National Semiconductor
Stratus Computer
Sun Microsystems Laboratories
Symantec Corporation

Sponsor
$3,000 or more
Addison-Wesley Publishing
Advanced Micro Devices
Alex. Brown & Sons
Bank of Boston
Boston Edison Company
Canadian National Railways
Coopers & Lybrand, LLP
Gillette Company
Inso Corporation
Lotus Development Corporation
MAXIS
Medical Information Technology
NEC Systems Laboratories
NYNEX Corporation
Parametric Technology
Progress Software
Raytheon
Rockwell
Ziff Communications

Contributor
$1,000 or more
Advanced Technology Ventures
Advanced Visual Systems
American Internet
Analog Devices
Andersen Consulting
Applied Technology Investors
Atria Software
Automatic Data Processing
Avid Technology
Bolt Beranek & Newman Inc.
Bull HN Information Systems
Cabot Corporation
Cambridge Technology Partners
Charles River Ventures
Choate, Hall & Stewart
Chubb & Son
Computervision
Corporate Software
CSC Index
CS Draper Labs
Davis, Hoxie, Faithfull & Hapgood
Deloitte & Touche

Dow Chemical Company
Epsilon
Ernst & Young
Fleet Bank of Massachusetts
Fujitsu America
Gensym Corporation
Goldman Sachs
Greylock Management Corporation
GTE Laboratories
Hanify & King
Heidrick & Struggles
Hill & Barlow
Houghton Mifflin
Intermetrics
Legent Corporation
Lois Paul & Partners
Loomis, Sayles & Company
Mazonson
McGraw-Hill
MCI Telecommunications
McKinsey & Company
Mediatrends
Mercury Computer Systems
Microcom
Miller Communications
The Millipore Foundation
Mitsubishi Electric Research Lab
Moody, Lynn & Company
Natural Microsystems
Network General
The New England
Nintendo of America
Nissan Motor Company
Nixon & Vanderhye
Oak Industries
Object Design
Peat Marwick
Pell Rudman & Company
Price Waterhouse
Proteon
The Research Board
Ropes & Gray
Rourke & Company
Shawmut Bank
Shiva Corporation
Silicon Valley Bank
TASC
Technology Research Group
Teradyne
Viewlogic Systems
VMARK Software
The Weber Group
Wolfram Research

We apologize for any inadvertent ommissions from our corporate membership list. Please inform us of any errors so that we may correct our errors.

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THE COMPUTER MUSEUM EXHIBITS

THE NETWORKED PLANET: Traveling The Information Highway™

In one hour, visitors to this $2 million dollar exhibit, can see, feel, and use the "information highway" and understand when and how it touches them. A July 1994 Harris poll showed that 48 percent of adult Americans have heard of the information highway, however, most of them don't know much about its key components. *THE NETWORKED PLANET* was built to address this confusion. The only exhibit of its kind in the world, the exhibit is designed as a ride along the information highway with electronic tour guides at every stop. Visitors are issued a Key Card when they log in and area asked to select a "Network Guide," who will explain both the technology and impact of the network being highlighted. Concerns about privacy, information overload, and life and love in the new electronic age are raised. The exhibit reveals the inner workings of a large scale "invisible" networks that we rely on, such as global banking systems, telephone networks, and aircraft tracking systems.

Large-scale "Invisible" Networks

• Travel down a 3D animated telephone line and find out hw network connections (e-mail, cellular calls or fax) are made over the phone system.

• Track the location of all commercial airpalnes in the sky across the USA.

• Follow the flow of over $3 trillion around the globe each day throughout the S.W.I.F.T. banking network.

Personal Tools

• Discover the Internet, using the "Internet Sampler" to explore varrious companies and communities available on the world's largest computer network.

• Find out how life on the information highway can impact your health and what preventive measures you can use to stay healthy.

TheWalk-Through Computer™ 2000

The Walk-Through Computer™ 2000 is The Computer Museum's networked, multimedia upgrade of its giant personal computer. The museum's cornerstone exhibit, it's a working model of a PC the size of a two-story house, packed with state-of-the-art technology—just like the kind anyone can buy today at a computer store.

Venturing into the giant machine, visitors grasp the magic of the latest technology firsthand, seeing for themselves what it has to offer. The million-dollar upgrade is driven by a high-speed Pentium® processor, surrounded by multimedia boards, connected to a CD-ROM drive, and networked—at 50 times scale.

Journey into the Multimedia, Networked PC

Visitors to the exhibit can put the huge PC through its new paces by clicking and rolling a car-sized mouse. They can answer the giant computer's incoming e-mail, add themselves to its database, explore full-motion video and stunning images, and play with text on a 12-foot-tall color monitor.

More than 30 hands-on experiences throughout the exhibit bring each new, over-sized component to life. For example, visitors take charge of the whole computer by controlling the execution of instructions at the seven-foot-square Pentium processor. Lights representing the flow of information race out along the computer's buslines to carry out visitors' commands.

- At the hard drive, saucer-sized heads fly to scoop data off the eight-foot platters. Visitors flip magnets to write messages and spin the disc to read them.

- At a huge video board, loaded with video memory and processing chips, the big computer displays a digital image of visitors' faces. Visitors can manipulate their own images to see how easily reality can be distorted in digital pictures.

- At the ceiling-high audio card, visitors enhance or distort the sound of their voices to grasp how computers store and manipulate sound.

- At an eight-foot-long CD-ROM player, visitors write a message onto coaster-sized pits on a six-foot compact disc and use a laser to extract the data.

- At the RAM, visitors fiddle with bits of the computer's temporary memory and see what happens when they shut the power off.

• At an over-sized modem, visitors create and send their own messages over the phone lines to learn the nuts and bolts of how computers communicate with each other, such as when sending electronic mail or hooking up to global networks like the Internet.

[**Principal Sponsors**: Cirrus Logic, Inc., Intel Corporation. **Major Sponsors:** 3Com Corporation, Adaptec, Inc., American Power Conversion (APC), Hayes Microcomputer Products, Inc., Kensington Microware Ltd., NEC Technologies, Inc., Philips Electronics, Phoenix Technologies Ltd., Quantum Corporation, and Texas Instruments.]

ROBOTS & OTHER SMART MACHINES™

This enhanced interactive gallery, located on the 6th floor and measuring 2,750 square feet, allows visitors to explore the intriguing world of robotics and artificial intelligence. The only one of its kind in the world, this gallery addresses the fundamental question: Can machines really think and act like human beings? The original robot character "R2-D2"™ from the *Star Wars* Trilogy leads visitors into a futuristic space where over 25 notable robots and 30 interactive computer stations await. These stations introduce visitors to some of the rapid advances in artificial intelligence, as well as to the latest applications in creativity, games, problem-solving and communication.

Robots: Press a button and watch as more than 25 robots come to life in *The Robot Theater.* This dramatic 10 minute multi-media presentation of notable robots from around the world features Shakey, the first "intelligent" mobile robot; Sea Rover, the smallest underwater robot; NASA's Mars Land Rover; the Omnibot 2000, a robot toy which can be programmed to move, talk, and carry objects; and Charlie, a robot designed to assemble products for the computer industry. Visitors will also find out how robots "see," "touch," "hear," and move by communicating with contemporary robots and other smart machines that spell their names with alphabet blocks and recognize the sound of their voices. Also featured:

> *The Reading Edge*™-- Using a state-of-the-art character-recognition program, see how a computer scans printed material and converts it into machine- readable text and then voice.

> *Color the States*-- Give a computer instructions about how to color a map of the United States so that no two bordering states are the same color.

> *Height Sensor*-- Stand on the footprints and listen as the height sensor tells you how tall you are.

> *LEGO/Logo*-- Move LEGO objects around by typing simple commands on a computer keyboard.

Computer Vision-- Learn how a computer uses a vision recognition system to recognize the difference between a one and a twenty dollar bill.

SMART ART: The First Artificial-Intelligence-Based Arts Exhibition:

The installations in "Smart Art" are from an AAAI-sponsored show, arranged with the STUDIO for Creative Inquiry at Carnegie Mellon University's School of Computer Science.

Is it Mozart or is it EMI?-- Guess whether the music you are hearing was composed by Mozart or by a computer program called Experiments in Musical Intelligence (EMI).

Synthetic Emotional Speech-- Select an excerpt from a play or a comedy routine, choose the emotions for each line using computer-generated speech, and then listen to how different they sound.

Artificial Life: Two interactive programs introduce visitors to "artificial life," an amazing computer-generated universe of creatures and environments that act as if they are alive:

El-Fish™-- Place fish with over 800 different genetic traits into a computer-generated aquarium and watch as they breed with other fish to create unique, new offspring.

SimLife™-- Build an artificial ecosystem where animals and plants live or die depending upon how you manage their environment.

Other Smart Machines include:

The Expert Baker-- See how an expert system coordinates the production of an automated bakery and then watch how it reacts when problems arise.

Grammar Advisor-- Type in a sentence with grammatical errors and see if the grammar-correction program finds them.

AARON Interactive/Plotter-- Watch as AARON, the computer drawing program, plots complex original pictures, while a nearby interactive exhibit explains how it is done.

Eliza-- Seek the advice of a nondirective computer psychotherapist who seems much smarter than she really is.

Direction Assistant-- Find the shortest route between two Boston destinations by stepping inside a phone booth and asking a computer direction assistant.

Haggle With a Computer-- Haggle with a rule-based expert that bargains over the price of a box of strawberries.

TOOLS & TOYS: THE AMAZING PERSONAL COMPUTER™

Thirty-five state-of-the-art interactive stations demonstrate the remarkable capability of the personal computer. Developed with The Boston Computer Society, the exhibit, features cutting-edge applications in multimedia, music-making, graphic design, games, virtual reality and desktop publishing. Visitors can also create souvenirs they can take home.

In **"Making Pictures,"** visitors can explore the futuristic world of virtual reality and star in their own computer assembled commercials.

"Making Sound" allows people to experiment with computerized music and voice synthesizers. Another environment will let visitors try computer applications, including text-recognition and voice-activated systems, used by people with special needs.

"Playing Games" features education and entertainment software-- from simulations that let people fly a DC-10 airplane to building an ant colony to games of strategy and adventure.

Atari Games, Inc.'s "Hard Drivin'" Simulator: The coupling of 3-D computer graphics with a mechanical force feedback steering wheel adds a new element of realism to this racecar simulation. The game features cockpit, swivel seat, gas, break and clutch pedals, and a four-speed stick shift.

In **"Sharing Ideas,"** visitors can use computers connected by a network to work together at solving a puzzle.

"Exploring Information" shows people how to get the latest information from worldwide news agencies or search for facts in a CD-ROM encyclopedia.

The **"Writing"** and **"Adding It Up"** areas offer the latest advances in word-processing and spreadsheets.

[Support for *TOOLS & TOYS: The Amazing Personal Computer*™ came from the following individuals and corporations: William H. Gates, III, Chairman and Co-founder of Microsoft Corporation; Steve Wozniak; Apple Computer, Inc.; Digital Equipment Corporation; Raytheon Company; Cabot Corporation Foundation; Arthur Nelson; Steve Stadler and others.]

PEOPLE AND COMPUTERS: MILESTONES OF A REVOLUTION™

This highly interactive, historical exhibition, located on the 6th floor and measuring 5,000 square feet, traces the evolution of the computer and its impact on people's lives. Visitors travel through "time tunnels" to nine milestones that trace the evolution of the computer from a handful of costly electronic giants in the 1940s to the millions of desktop computers and microprocessors in use today. The centerpiece of each milestone is a life-size re-creation of a computer environment typical of each major era. These vivid displays draw upon the Museum's rich collection of artifacts, and are amplified by interactive computer stations, films and videotapes. PEOPLE AND COMPUTERS also examines the mythical roles into which the computer has been cast over the years by Hollywood and the public.

Beginning with the milestone,**"Of Clerks, Cards and Collators,"** visitors enter a government office in the 1930s to see how hundreds of clerks used punch-card machinery for the Social Security Administration. Milestone #2, **"Aftermath of the War,"** goes inside the heart of the huge Whirlwind computer, developed under a contract for the military by the Massachusetts Institute of Technology. Its hand-wired components convey the experimental nature of an original invention.

"Computer for Sale!" introduces "that marvelous electronic brain" UNIVAC I, the first commercially available computer. General Electric paid $1 million for UNIVAC to keep track of the huge inventories needed to produce goods during the burst of consumerism in the 1950s. The next milestone, **"Try to Tell It What to Do,"** explores the forces and people that came together to create the first programming languages.

"Computers Mind Your Business" re-creates an IBM System/360 at The Travelers Insurance Companies in the mid-1960s. This computer efficiently and accurately processed people's insurance claims.

In the early 1970s, minicomputers were small and affordable enough to be widely integrated into the workplace. **"Doing it on the Spot and in Time"** reconstructs two scenes where a Digital Equipment Corporation PDP-8 was used: an operating room where it helped surgeons identify important brain tissues and the lighting booth for "A Chorus Line" on Broadway.

In **"Big Science and Supercomputers,"** the European Centre for Medium Range Forecasts relies on a CRAY-1 supercomputer. This late 1970s milestone illustrates the need for supercomputers that could quickly perform a vast number of calculations for scientific applications such as weather forecasting.

"A Computer on Every Desk" explores how the personal computer has changed people's lives. It highlights spreadsheet applications on the IBM PC and desktop publishing on the Macintosh. The final milestone, **"Computer, Computers, Everywhere,"** unveils a brightly lit electronics store and the microprocessors in everyday objects such as VCRs, thermostats and toys. A computerized manikin or "animatron" asks visitors to reflect on what they have experienced and to predict the future.

[*PEOPLE AND COMPUTERS*™ marks The Computer Museum's commitment to exhibits that explore the humanities themes in the evolution of computer technology. It was made possible with the support of the National Endowment for the Humanities (NEH); Digital Equipment Corporation; International Business Machines Corporation; Apple Computer, Inc.; Lotus Development Corporation; Matsushita Electric Industrial Company; The MITRE Corporation; The Travelers Companies; Unisys Corporation, and numerous individuals.]

Please note that the above list of exhibits is subject to change and not all-inclusive.

The Computer Museum is located on Museum Wharf, 300 Congress Street, Boston, MA. **Winter Hours**: Tuesday- Sunday, 10am to 5pm. **Summer Hours:** Daily, 10am to 6pm. Public tours and demonstrations daily. **Admission:** $7 adults, $5 students and seniors, children 4 and under and members, free. Half price Sunday 3pm-5pm. For more information and a current listing of special events and programs, call the Talking Computer at 617-423-6758. To reach the Museum business offices, call 617-426-2800. For information on The Computer Museum visit the Museum's World Wide Web site at *http://www.tcm.org*.

The Computer Museum

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PROFILE OF THE COMPUTER MUSEUM

The Computer Museum is the only museum in the world devoted solely to people and computers and their impact on one another. Located on Boston's waterfront, the Museum has assembled the most extensive collection of historical computers and robots in the world, with over 150 dynamic hands-on exhibits, the award-winning Walk-Through Computer™, two theaters, and a multimedia robot show.

An independent, non-profit institution with an international audience and membership, The Computer Museum stands on the cutting edge of the worlds of both computing and museums. It shows people of all ages and backgrounds how computers have touched all aspects of modern life, from business, education, and health to entertainment and art.

"The museum has a vital role to play in inspiring and educating the public about this dramatic new technology," said Dr. Oliver Strimpel, the Museum's Executive Director. "The medium of dynamic interactive exhibits we offer provides a compelling complement to traditional educational efforts."

Exhibits and Collections
In 1987, The Computer Museum signed an unprecedented joint collecting agreement with the Smithsonian Institution, National Museum of American History. It will ensure that the historic computer artifacts are preserved and will enhance the research and exhibition potential of both institutions.

Reflecting on the evolution of The Computer Museum, Dr. Strimpel observed, "This is a third-wave museum. The first-wave museums showed off huge collections with little explanation. The second-wave were totally devoted to informal education with no collections. We do both.
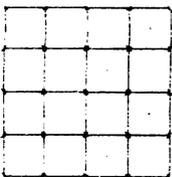
Away from the classroom, library and computer room, The Computer Museum offers a living environment in which to explore the world of computers and learn about the past, present and future of this technological revolution and the people making it.

THE NETWORKED PLANET: Traveling the Information Highway™: This $2 million exhibit opened in November 1994 as a microcosm of global networks. The only exhibit of its kind in the world, it reveals the inner workings of large scale "invisible" networks that we rely on, such as global banking systems, telephone networks, and aircraft tracking systems. It also provides access to networking opportunities at home, work and school through first-hand experiences with the Internet. This exhibit involved the creative and technical expertise and support of over 200 people from over 50 corporations and institutions around the world. Sponsors include Sprint; National Science Foundation; National Endowment for the Humanities; Apple Computer, Inc; Hewlett-Packard Company; Novell, Inc.; NYNEX Corporation; Stratus Computer, Inc.; S.W.I.F.T.; Banyan Systems Inc.; Chipcom Corporation; Cisco Systems, Inc.; Fannie Cox Foundation; Harvard Community Health Plan Foundation; Morgridge Family Foundation; Pisces Productions; Paul and Kathleen Severino; Sun Microsystems, Inc.; Thomson Financial Services, and Wellfleet Communications, Inc.

ROBOTS & OTHER SMART MACHINES™: This interactive gallery lets visitors explore the intriguing fields of robotics and artificial intelligence. The original robot character "R2-D2,"™ from the *Star Wars* Trilogy, leads visitors into a futuristic space where over 25 notable robots and 30 interactive computer stations await. Visitors can explore just how "smart" machines are and are not, while trying out the latest applications in creativity, artificial life, games, problem solving and communication. Also featured within the gallery is *SMART ART: The First Artificial-Intelligence-Based Arts Exhibition.* This gallery enhancement opened in February 1993 and was funded by the American Association for Artificial Intelligence; Digital Equipment Corporation; Gensym Corporation; Houghton Mifflin Company; MAXIS; SuperMac Technology; Sun Microsystems, Inc.; Edward A. Feigenbaum and H. Penny Nii; and others. Original sponsors include: C. Gordon Bell; Russell Noftsker; the founders of Symbolics, Inc.; and others.

TOOLS & TOYS: The Amazing Personal Computer™: The $1 million, permanent exhibit launched the Museum's 10th anniversary year and shows the versatility of this remarkable machine for people's work, play, learning, and communication. Multimedia, graphics, music, simulations, games, and groupware are featured on nearly 40 interactive stations. The entire exhibit has been custom-designed and illustrates leading-edge personal computer applications. *TOOLS & TOYS* opened in June 1992 and was funded by William H. Gates, III; The Kapor Family Foundation; Steve Wozniak; Apple Computer Inc.; Digital Equipment Corporation; Raytheon Company; Cabot Corporation Foundation; 3COM Corporation; and others.

PEOPLE AND COMPUTERS: Milestones of a Revolution™: The Museum's single largest exhibition traces the evolution of computing from a handful of costly electronic giants in the 1940s to the millions of desktop computers and microprocessors in use today. Visitors travel through "time tunnels" to nine milestones tracing this evolution. The centerpiece of each is a life-size re-creation of a computer environment typical of a major era. The displays of the award-winning $1 million exhibit draw upon the Museum's collection of vintage computers and are amplified by interactive stations, films and videotapes. PEOPLE AND COMPUTERS opened in June 1991 and was funded in part by the National Endowment for the Humanities; Digital Equipment Corporation; International Business Machines Corporation; Apple Computer, Inc.; Lotus Development Corporation; Matsushita Electric Industrial Company, The MITRE Corporation; The Travelers Companies; Unisys Corporation; and others.

The Walk-Through Computer 2000™ The Walk-Through Computer 2000 is The Computer Museum's networked, multimedia upgrade of its giant personal computer. The museum's cornerstone exhibit, it's a working model of a PC the size of a two-story house, packed with state-of-the-art technology—just like the kind anyone can buy today at a computer store. More than 30 hands-on experiences throughout the exhibit bring each new, over-sized component to life. Visitors to the exhibit can put the huge PC through its new paces. For example, they take charge of the whole computer by controlling the execution of instructions at the seven-foot-square Pentium® processor. Lights representing the flow of information race out along the computer's buslines to carry out visitors' commands. Or, visitors can answer the giant computer's incoming e-mail, update its database, explore full-motion video and stunning images, and play with text on a 12-foot-tall color monitor by rolling and clicking on the car-sized mouse.

Sponsors include: Cirrus Logic, Inc., Intel Corporation, 3Com Corporation, Adaptec, Inc., American Power Conversion (APC), Hayes Microcomputer Products, Inc., Kensington Microware Ltd., NEC Technologies, Inc., Philips Electronics, Phoenix Technologies Ltd., Quantum Corporation, and Texas Instruments.

History

The collection was started in 1974, when Ken Olsen, then-president of Digital Equipment Corporation, and Robert Everett, then-president of MITRE Corporation, rescued the MIT Whirlwind computer -- the world's first real-time, parallel, vacuum-tube computer with a core memory -- from the junkpile. This started Olsen and Digital on a mission to collect and save important early era computers.

By 1979, the collection had grown to the extent that Digital officially opened the world's first computer museum in Marlboro, Massachusetts. The collecting and exhibiting efforts broadened to serve the whole industry and the general public. Thus, in 1982, the Museum was incorporated as an independent, non-profit institution with its own Board of Directors.

By 1984, the Museum had moved to its current home in a stylishly renovated historic building on Boston's waterfront. The Board of Directors grew from 18 to 46 members, representing leaders in industry, business and academia. In 1993, after a Board vote, the original governance of the Museum changed to a 25-person Board of Trustees with fiduciary responsibility for governing the Museum and a 28-person Board of Overseers with a mandate to shape planning and development.

Features

Every year, the Museum welcomes 144,000 visitors from around the world. Museum membership, both individual and corporate, continues to increase in number and geographic diversity.

Some 1,500 artifacts, 1,000 photographs, and 450 videotapes and films are the basis of the Museum's rare and growing collection from early mechanical devices to modern technology. The collection regularly attracts scholars, researchers and journalists from around the globe.

Via a series a special of programs and events, the Museum has become a forum for great computer minds and pioneers, industry leaders, educators, scientists and artists, who share their ideas and experiences while creating an oral history of computing. Topics have ranged from the latest in robotics and artificial intelligence or industrial development to new applications in medicine, education, business or the arts.

Among the featured speakers: Marvin Minsky, co-founder of MIT's Artificial Intelligence Laboratory; Steve Wozniak, co-founder of Apple Computer; Raymond Kurzweil, pioneer of the music synthesizer and Kurzweil Reading Machine™; J.W. Forrester, Whirlwind builder; and the late Admiral Grace Hopper, inventor of the first program compiler.

At the Breakfast Seminar Series, offered to the Museum's Corporate members and their guests, industry leaders and innovators address important trends in computing. Recent speakers included John Morgridge, Chairman CISCO Systems; Carl Ledbetter, President AT&T Consumer Products; Jim Manzi, Chairman & CEO Lotus Development Corporation; and Robert Metcalfe, Vice President/Technology International Data Group.

The Museum also regularly celebrates events in computing history, such as the 40th anniversary of ENIAC in 1986 and the 25th anniversary of computer games in 1987. In 1988, to benefit its educational programs, the Museum sponsored the world's first Computer Bowl, which is now an annual classic contest of technological know-how between computer luminaries on the East and West Coasts. The Computer Bowl® has raised over $1.7 million in donations and in-kind support since 1988.

Museum publications include catalogues, brochures, educational activities packets, *The Computer Museum NEWS,* and the *Annual Report.* Videotapes, films, printed materials, and photographs on the history of computing are available to advanced students and scholars for research.

The Museum regularly offers special tours and group rates to students and educators. Also, throughout the year, contests, robot-building workshops and specially designed exhibit-based activities, talks on artificial intelligence and computer graphics, computer music and art, and workshops for teachers are featured.

In addition to the galleries, the Museum features a store on the lobby level, which has everything from state-of-the-art microchip jewelry, T-shirts, posters, and chocolate "floppies" to books, educational slide sets, and audiotapes.

The Museum's galleries are available on an exclusive basis for special events for groups of 12 to 850 people. In addition, two versatile function rooms with stunning views of the Boston skyline are available for groups of up to 275 people. Corporations and non-profit organizations hold more than 100 functions a year at the Museum, from annual meetings, lectures and press conferences to parties, receptions and dinners.

Funded through corporate and individual support, admissions, and foundation and government grants, the Museum offers members free subscriptions to *The Computer Museum NEWS* and *Annual Report,* invitations to its events and exhibit openings, free admission and a 10% Computer Museum Store discount.

Location
On Museum Wharf at 300 Congress Street, Boston, the Museum is easily accessible by public transportation (two blocks from South Station and the MBTA Red Line) and only minutes away from Logan International Airport and Boston's financial district. Parking is available on streets and at nearby parking garages. Fees vary.

Museum Hours/Admission/Information
WINTER: Tuesday-Sunday 10am-5pm; **SUMMER**: Daily 10am-6pm. Public tours given daily. **ADMISSION**: $7 adults, $5 students and seniors, children 4 and under and members free. Half price Sunday 3pm-5pm. Physically challenged visitors will find all Museum exhibit areas accessible.

For recorded information and a current listing of special events, call the Talking Computer at 617-423-6758. To reach the Museum business offices, call 617-426-2800. Computer Museum information is available via the Internet at our Web homepage *http://www.tcm.org*. Museum staff are also accessible through the Internet by using the staff person's last name in the following format **name@tcm.org.**

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The Computer Museum

300 Congress Street
Boston, MA 02210

(617) 426-2800

FACT SHEET

BOSTON OPENING November 14, 1984

BACKGROUND In 1974, Ken Olsen, President of Digital Equipment Corporation, and Bob Everett, President of MITRE Corporation, saved the MIT Whirlwind computer from the scrapheap. They determined a need to preserve the history of computers and in 1982 The Computer Museum was founded as a public, non-profit organization. The only museum in the world devoted solely to people and computers and their impact on one another, it has the most comprehensive collection and exhibitions on this subject in the world.

FACILITIES 53,000 square feet; seven exhibition galleries; 275-person auditorium (3,200 square feet); Museum Store.

ANNUAL OPERATING BUDGET 2.1 million. Income sources: contributions - 32%; admissions - 21%; Museum Store - 23%; corporate and individual memberships - 19%; functions - 6%; other - 5%.

EXHIBIT HIGHLIGHTS Over 150 interactive exhibits, including:
* THE NETWORKED PLANET: Traveling the Information Highway™
* ROBOTS & OTHER SMART MACHINES™ and The Robot Theater™
* TOOLS & TOYS: The Amazing Personal Computer™
* PEOPLE and COMPUTERS: Milestones of a Revolution™
* THE WALK-THROUGH COMPUTER™ and The Software Theater™

COLLECTION 1,500 artifacts; 1000 photographs; 350 videotapes and films; and extensive technical documentation.

AUDIENCE 135,000 visitors per year (45% students); millions served through the Exhibits Kits Program, Educational Activities Packet, educational videos and other materials.

MEMBERS 1,200 individuals from 45 states and 13 countries; 150 corporate members worldwide.

MUSEUM BOARD 24 trustees; 28 overseers

Chairman: Charles Zraket; Treasurer: Nicholas A. Pettinella

STAFF Executive Director: Oliver B. R. Strimpel
Director of Collections: Gwen Bell
Director of Development: Betsy Riggs
Director of Education: Marilyn Gardner
Director of Exhibits: David Greschler
Director of Marketing: John Marchiony
Director of Public Relations: Gail Jennes
Director of West Coast Office: Carol Welsh

MUSEUM HOURS SUMMER HOURS: Open daily, 10am - 6pm
WINTER HOURS: Tuesday - Sunday, 10am - 5pm

ADMISSION $7.00 for adults; $5.00 for students, children 5 and up, and seniors; free for Museum members and children 4 and under. Half price Sunday 3pm - 5pm. Group rates by arrangement.