



The Computer Museum

N E W S

New Video Launches The Walk-Through Computer™ Nationwide

An educational videotape taking viewers on an adventure through "The Walk-Through Computer" (WTC) will be available in mid-November, 1990. The 25-minute video captures the magic of this dramatic exhibit and encapsulates its major message, explaining how computers work.

The video features David Heil, the host of the Emmy award-winning PBS science series, *Newton's Apple*, and four young people on a mission to discover "how a computer

does what it does" by visiting the "only place where you literally can climb inside a computer."

The video is designed for use in introducing computer classes and presentations. It is appropriate for fifth grade through college, training courses, presentations to general interest groups, science centers and museums, as well as other interested groups and individuals.

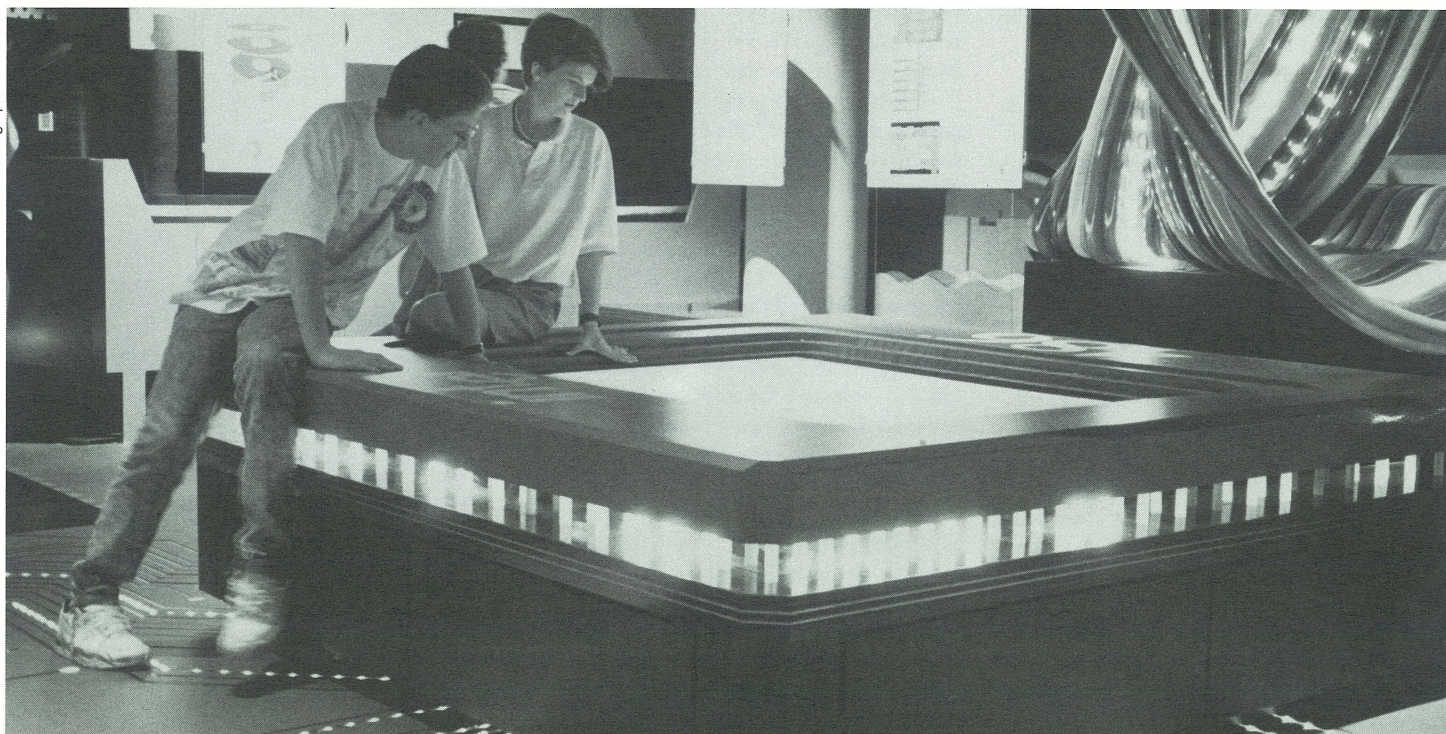
Produced by the Museum in association

with the renowned Chedd-Angier Production Company, The Walk-Through Computer Video is supported by a \$115,000 grant from Intel Foundation.

The Computer Museum will premiere the film on both East and West Coasts: In Boston at the Boston Computer Society's general meeting October 24 at the Bayside Exposition Center and in California during the fall.

Continued on P. 2

Photograph: Ted Groves



Young people explore the viewport in the Central Processing Unit of The Walk-Through Computer.

Perhaps the greatest reward of working at The Computer Museum is watching the faces of happy visitors! With The Walk-Through Computer, we are seeing hundreds of excited faces every day. More than 50,000 people visited the Museum this summer since we opened the new exhibit, breaking all our past attendance records.

Everyone from a small child to a computer pioneer has fun rolling the huge trackball and seeing the cursor move on the giant screen. Boston social worker Kathryn McHugh confessed that "technophobia" brought her to the Museum. The Walk-Through Computer helped "put it all into perspective," she said. "I feel less fearful because I can walk through at my own pace. When I work at my keyboard, it goes too fast."

In addition to the thrill of walking inside a computer brought to life by flashing lights and video, visitors discover many aspects of how computers work. People who start with "The Information Machine" interactive panels can see how all kinds of information, such

as words, pictures and sounds, are converted into a form handled by the computer. Those who read the panels will grasp the main points of "computer anatomy."

In the Software Theater visitors see how programmers write software. Finally, five learning stations provide a deeper understanding of specific areas—from how a computer is built to what happens when a key is

pressed. And for the first time, those who cannot visit the Museum can enjoy one of our exhibits from afar by watching a specially produced videotape of The Walk-Through Computer. This supports our mission to serve audiences across the nation and the world.

California airline pilot Stuart Oster visited after hearing about the exhibit on the radio in San Diego. "I use computers but don't know how they work. I wanted to find out," said Oster, who was "impressed with the way the exhibit connects what I see on the CPU's screen to what I did outside to operate the giant computer."

If you haven't already—come and see the new exhibit for yourself or order the videotape. Tell us what you think. Your ideas help us plan our future exhibits, programs and outreach.

Oliver Strimpel

Dr. Oliver Strimpel
Executive Director

Photograph: Ted Groves



People of all ages enjoy the interactive Information Machine panels.

New Walk-Through Video (Continued from P. 1)

"A video is the most effective way to extend the reach of this important exhibit nationwide," says Clif Purkiser, Corporate Development Manager of Intel Corporation. "We saw how effective The Walk-Through Computer could be in helping inspire young people to become programmers and engineers and in demystifying computers for those who are intimidated by them."

The video shows Heil and the youngsters as they pore over the insides of a normal sized desktop computer and then try out the trackball and keyboard of the Museum's giant computer to find the shortest driving route between two cities. After using the World Traveler Program, they venture inside onto the motherboard to find out what makes this big computer work.

As they investigate each component, computer animated sequences are woven into the video from the viewports illustrating the mysteries of the video board controller, the Central Processing Unit, keyboard-trackball interface, memory chips, and hard disk drive.

Software is integrated into the story with a segment from the Software Theater video. This explains what a program is and how it (in the form of 0s and 1s) causes the hardware to work. An animated character tells the story using human programmers Edwin and Edwina as foils. The Software Theater video was produced by the BBC's John Palfreman, with technical help from the award-winning

computer graphics animator Dean Winkler, Vice President of Post Perfect.

"The Museum has received many inquiries for teaching materials on how computers work, especially videos," says Education Coordinator Natalie Rusk. "Young people are genuinely excited when they walk inside this big computer," she says. "The video is the next best thing. We want students to think about what's inside that baffling little box."

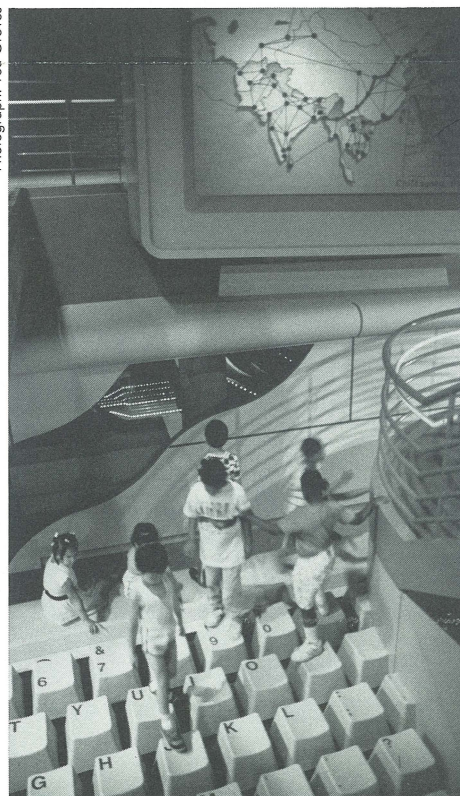
"Instead of studying static computer parts in a text book," she says, "students can see through the viewports what actually goes on inside the components that would otherwise be invisible to the human eye."

The single largest project in the Museum's history, The Walk-Through Computer has captured the imagination of media around the world from *TODAY*, the ABC Evening News, CNN, TV networks in Germany, Japan, and Australia, as well as the AP, UPI, *The London Times*, *Der Spiegel*, *The New York Times*, and *Newsweek*.

"Intel is so pleased with the success of the exhibit and the video's educational potential," says Purkiser, that they plan to make the video a priority by offering it in their catalog and store and to user groups.

To order the video which costs \$19.95, contact the Museum Store at (617)-426-2800x307. Ten percent discount for Museum Members.

Photograph: Ted Groves



Children dance on The Walk-Through Computer's 25-foot long keyboard.



A special sensor-equipped glove permits manipulation of simulated objects in a computer generated world of "virtual reality."

"Virtual Reality" Gets Wheels

The Computer Museum has received initial support from The Kapor Family Foundation for "Reality on Wheels," a vehicle that will tour the country providing access and information about the new phenomenon of "virtual reality."

The essence of virtual reality is stereo vision of an environment that an individual can explore in all dimensions. The ultimate systems require head-mounted "eyephones," surround-sound and gloves. Other systems use stereo glasses and flying mice.

Virtual reality technology allows people to explore an environment in a multidimensional computer-generated universe. Exploiting the latest advances in computer power, display technology, and force and motion sensing, the technology gives people new ways to climb into and interact with simulated and imaginary environments.

As with many new phenomena, conceptual thinking about this new technology's potential exceeds the present systems' actual capability. Yet this makes it even more challenging and exciting for exhibition—because it will give the public access to "work in progress."

Research and development are taking place to create better programming environments, human interfaces, and graphics processors. Many corporations, universities and institutes are putting major efforts into this arena. The Museum is working with VPL Research Inc. founder Jaron Lanier, Scott Fisher, Michael Naimark, and Howard Rheingold to present this technology.

According to Mitchell Kapor, Chairman of On Technology, Inc. and a member of the Museum's Board of Directors, "Virtual reality is a technology of profound importance for society. It creates an entirely new way to experience the digital domain by placing the user inside an interactive, computer-generated, three-dimensional environment. Beyond obvious applications to the entertainment field, it has extraordinary possibilities—from the training of surgeons to the hands-on assembly, one molecule at a

time, of cancer-fighting drugs."

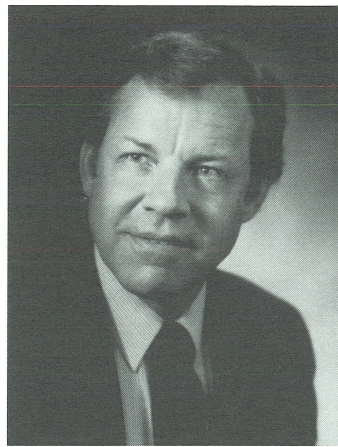
"Virtual Reality environments could also be used to design habitats, teach physics, history or geography, and create exciting new art and entertainment forms," says Museum Director Dr. Oliver Strimpel. "It is important that the general public understand what advanced technologies such as virtual reality are and how exciting and useful they can be. By offering such exhibits, the Museum remains a leader in presenting the cutting edge of technology."

Expected to begin touring in late 1991, the exhibit would bring the experience of virtual reality to schools, public agencies, and a wide variety of people across the country.

Reality on Wheels is the third in a series of traveling exhibits which the Museum has mounted since 1988. "Computers in Your Pocket: The History of Hand-held Calculators" and "Terra Firma in Focus" on digital satellite imaging continue to tour the country extending the Museum's reach. The Computer Museum also exports its most popular exhibits to other museums and technology centers around the world by means of an Exhibit Kits Program.

Meet The New Board Members

Seven new Directors were elected at the annual meeting in June. They represent an exciting, diverse group of leaders from industry, finance, publishing, and education. We would like to introduce them to you.

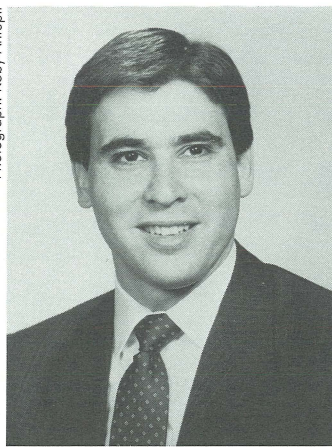


Charles House
*General Manager, Software
Engineering Systems Division
Hewlett-Packard Company*

During his 27 years with Hewlett-Packard, House has been involved with that company's first projects in digitizing oscilloscopes, computer graphic displays, Logic Analyzers, Protocol Analyzers, smart terminals, medical display systems, and microprocessor development systems. In 1990, he was named IEEE Fellow. Selected for the Computer Hall of Fame because of the Logic Analyzer creations, House also received *Electronic Magazine's* 1977 Award of Achievement. Most recently, he directed the HP group responsible for the highly publicized "3D Look and Feel" adopted as part of OSF/Motif, a cornerstone of Microsoft's MS Windows 3.0.

As an Adjunct Professor, House has also taught a course at Stanford University on communications and its impact on society, and founded ISYS Forum, a non-profit group developing a PBS television series based on his course. Co-author of *Logic Circuits and Microcomputer Systems*, he has edited or contributed to eight other books.

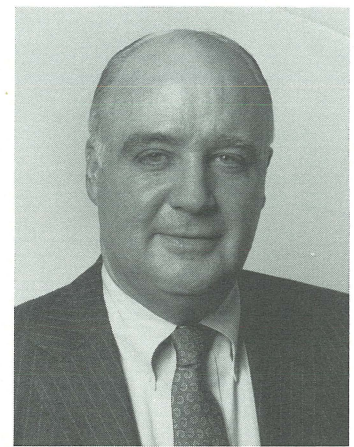
Photograph: Koby-Antupit



David Barry Kaplan
*Partner
Price Waterhouse*

Kaplan has been involved with several of Price Waterhouse's major clients in high technology, banking, real estate, publishing, radio communications, education and various other service industries such as hospitals. He consults directly with top operating management, chief financial officers, and boards of directors regarding financial systems, internal control, budgeting and general business problems. He manages financial statement examinations and has had significant experience with multinational high tech manufacturing companies, mergers and acquisitions, and the improvement of financial reporting systems. He has also testified in court as an expert witness.

Joining Price Waterhouse in 1976 as a Staff Accountant, Kaplan became a partner in 1987. He earned his MSBA in 1976 and his BA in accounting *cum laude* in 1974 from the University of Massachusetts (Amherst). Active in his community and the father of two young children, Kaplan is interested in education, and believes that the Museum has an important role to play in educating young people to understand computers. Kaplan will serve on the Museum Board's Finance Committee.

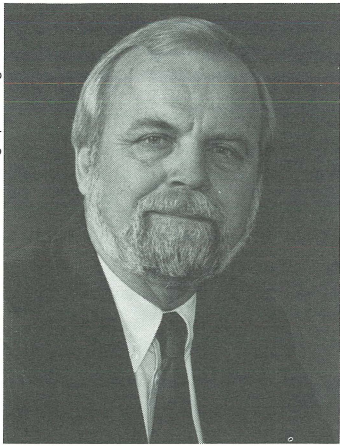


Fritz Landmann
*President and Publisher
Computerworld*

Since 1988, Landmann has been responsible for the growth of *Computerworld*, the flagship publication on information technology published by International Data Group. Before joining *Computerworld*, he was President and Publisher of *Federal Computer Week*, an IDG publication on information technology in the government. Prior to his career with IDG, Landmann held executive positions in business publishing with PennWell, ITT, SRDS and Chilton Company.

Landmann serves on the Board of Directors of American Business Press, FCW Publishing, Inc., DNP Publishing, Inc., IDG Communications Peterborough, *MacWorld*, Infoworld Publishing, IDG Book Division, and Installed Technology International. In the past, he has also been a member of the International Newspaper Promotion Association, the Magazine Publishers Association, the American Society of Magazine Editors, the Sales Executive Club of New York, and the Broadcast Promotion Association.

He is a graduate of the Wharton School, University of Pennsylvania.



Dr. Richard R. Ruopp
President Emeritus
Bank Street College of Education

From 1979 to 1988, as Bank Street College's fourth president, Dr. Ruopp led the internationally known graduate institution in exploring the educational uses of new interactive technologies from microcomputers to video-discs, including the creation of prototypical programs such as Bank Street Writer and Voyage of the Mimi.

As a 1988-89 Faxon Fellow and visiting scientist at Bolt, Beranek and Newman, he explored the potential of interactive videodisc-based educational programs. In 1989, he began educational consulting with the Technical Education Research Centers (TERC).

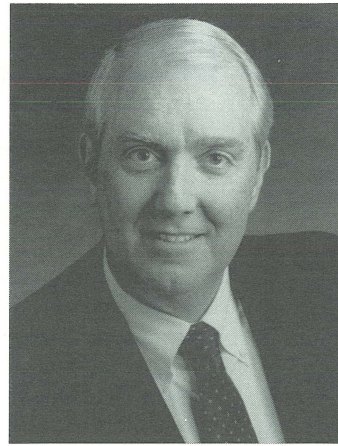
Before assuming the presidency of Bank Street, Ruopp for 10 years was a specialist in early childhood education and day care with Abt Associates, Inc. He was also principal author of several reports on day care. From 1965-68, he was Franconia College's second president. He earned his Bachelor's *summa cum laude* from Iowa Wesleyan College, a Master's in Theology from Boston University, and a Doctorate from Harvard University Graduate School of Education, with postgraduate research in the philosophy and psychology of religion at Oxford University. Dr. Ruopp serves on the Museum Board's Education Committee.



F. Grant Saviers
Vice President
Digital Equipment Corporation

As Vice President and Group Manager of the Storage and Information Management Group, Saviers has worldwide responsibility for all Digital's disk, tape, memory, optical and database software engineering and related manufacturing in the United States. He joined Digital in 1968 as an engineer in Computer Development. In 1973, he became Engineering Manager of Disk Development and in 1979 he was appointed Manager of the Storage Systems Development Group. He became Vice President in 1981, taking responsibility in 1983 for USA Storage Manufacturing Operations. Database software engineering was consolidated and the organization became Storage and Information Management in 1987.

Saviers earned his BS and MS in Engineering from the Case Institute of Technology and is a graduate of the Harvard University Advanced Management Program. He is a trustee of Hawthorne College and alternate Director of MicroElectronics and Computer Technology Corporation, and a member of University of California, Berkeley, College of Engineering Advisory Board.



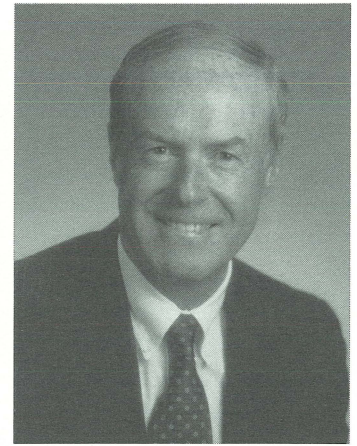
Michael Simmons
Executive Vice President of
Technology and Operations
Bank of Boston

Simmons joined Bank of Boston in May 1990 from Bank of America. There, he was Executive Vice President of BankAmerica Systems Engineering responsible for designing and operating worldwide computer and telecommunications systems. He was also a member of Bank of America's policy-making Managing Committee and Senior Management Council, and Chairman of the Technology Policy Committee.

At Bank of Boston, Simmons leads a staff of more than 2,000 providing advanced technology and operational support to the entire corporation. He is a member of Bank of Boston's Management Committee, reporting directly to the Chief Executive Officer.

Before Bank of America, he was president of Fidelity Systems Company responsible for data processing operations for Boston's Fidelity Investments. Earlier, he was with IBM in systems engineering, marketing, product development and education and served as Executive Vice President in the Information Systems Group for American Fletcher Bank in Indianapolis.

A 1964 graduate of Indiana State University with a BS, he began his career as a high school biology teacher.

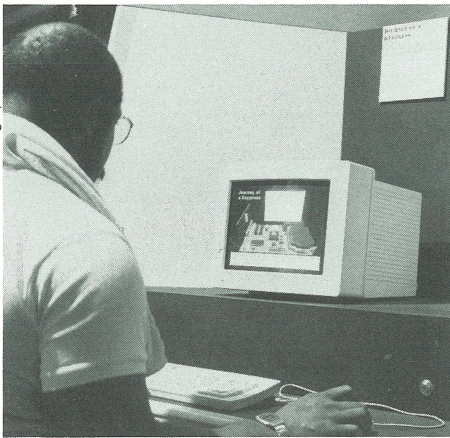


James F. Sutter
Vice President & General Manager
Rockwell Information Systems
Rockwell International
Corporation

Sutter is Vice President of Information Systems and General Manager of the Information Systems Center of Rockwell International Corporation, a position he has held since 1983. The Information Systems Center is the corporate focus for computing, telecommunications, software development, office and factory automation. Before joining Rockwell, he was Director of Corporate Information Management at Xerox Corporation where he served in a variety of managerial positions for 17 years.

Sutter is a Vice President of the American Management Association and Chairman of its Information Technology Council. He is a member of the board of directors for INFOMART, the Systems Advisory Board for Chrysler Corporation, the Advisor Board for the Graduate School of the University of Pittsburgh, and Vice Chairman of the President's Council of Loyola Marymount University. He is also a member of the Information Technology Council of the Conference Board, the Society of Information Management, and the Research Board.

A graduate of the University of Notre Dame, he holds an MBA from Marquette University. He served as a destroyer officer in the US Navy operating in the Second and Sixth Fleets.



Visitor Leland Brown explores "Journey of a Keypress."

UP & Running

Follow That Key!

When The Walk-Through Computer was being built, Education Coordinator Natalie Rusk polled junior high and high school students on the questions the exhibit should answer. Over and over they asked: "What happens when a key is pressed?"

The "Journey of a Keypress" exhibit outside The Walk-Through Computer invites visitors to press a key and take a "journey" from the keyboard interface chip which gets the first message through a long chain of events (lasting a split second!) to what finally appears on the screen.

They see how the keyboard's signal travels to the CPU which extracts a bit map

(or picture) representing the letter the key stands for and sends it to the video board producing the image on the screen. State of the art color graphics create a life-like view of the giant computer's landscape. As the CPU, video board, and random access memory take part, each flashes red. Animation and closeups of the actual hardware show what goes on inside each component.

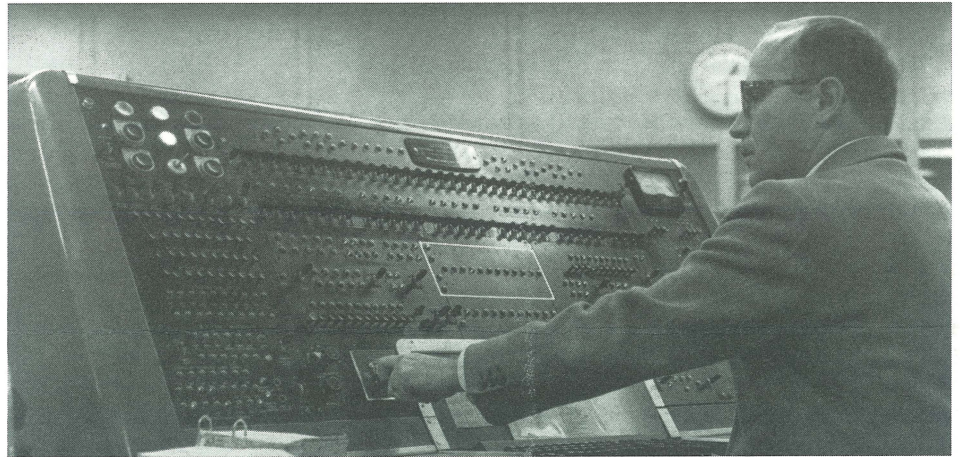
The animation was created with MacroMind Director, donated by MacroMind, Inc. Barry Kort, visiting scientist at Bolt, Beranek and Newman, spent over 200 hours perfecting the program that runs on a Macintosh donated by Apple Computer, Inc. Drew Huffman of Paracomp, Inc. created interior views of the computer using Swivel 3D rendering software.

From The Collection

WANTED: Pictures of History

Boston University's first professor of computing, the late Donald G. McBrien, is shown at the console of the UNIVAC I at John Hancock. It is 1:30 AM. In the mid-1950s when there were fewer than 100 computers in the world, most were used round the clock. Researchers and educators were often given time during the graveyard shift on commercial machines.

This photo came from the contents of Professor McBrien's office which his family arranged for the Museum to sort through. In addition to photographs, we accepted newspaper clippings that immediately helped Exhibit Developer Greg Welch in putting together the new history exhibit, "Milestones



of a Revolution," and ephemera that captured the feeling of computing in the 1950s and 1960s, as well as books, manuals, and papers.

Don't throw out those photos and other

material in 'the bottom drawer.' The Museum needs them NOW for Milestones of a Revolution. Please make a list and send it to The Collections Department: help make history!

The Computer Bowl

"West Coast Nerds Beat East Eggheads in Computer Bowl," proclaimed *The Wall Street Journal* when the West Coast unseated the East at the Second Annual Computer Bowl April 27, 1990. The score was 300 to 290. In 1988, the East had trounced the West 375 to 310.

Now, Computer Bowl III moves West for the exciting tie-breaker April 26, 1991, hosted by The Computer Museum at the San Jose Convention Center, California.

Author Pamela McCorduck and T/Maker Company President and CEO Heidi Roizen are next year's East and West Coast Team Captains. Microsoft Corporation Chairman Bill Gates, a 1990 West Coast



The victorious West Coast Team Captain John Doerr hoists the Computer Bowl. His teammates are from left: P.C. Letter Editor-Publisher Stewart Alsop II, Bill Gates, Chuck House, General Manager, Software Systems Division, Hewlett-Packard, and Larry Tesler.

Team Member, will ask the questions. Venture capitalist John Doerr and IDG Chairman Pat McGovern, this year's Team Captains, will judge the event.

The 1990 Bowl was a cliff-hanger up to the last minute, when Larry Tesler of Apple Computer, Inc. clinched it for the West by correctly guessing that Tennessee's caves inspired the maze of passages in the computer game, Adventure. Gates and Bob Frankston, of Lotus Development Corporation, were Most Valuable Players, getting the most answers right.

Telecast live from Boston to four other cities, the Bowl was also later broadcast nationwide on the award-winning PBS TV series *Computer Chronicles*. The 1990 Bowl raised \$275,000 in cash and \$400,000 in products and services for the Museum.

A Salute to our Supporters

Capital, Exhibit & General Support 9/89 - 8/90

250K or more
Kapoor Family Foundation
Alfred P. Sloan Foundation

100K or more
Digital Equipment Corporation
Intel Foundation
International Business Machines Corporation

50K or more
Apple Computer
AT&T Corporation
C. Gordon Bell
Gardner and Karen Hendrie
Institute for Museum Services
Intel Corporation
National Endowment for the Humanities
National Science Foundation

25K or more
ACM
Hearst Foundation
Kensington Microware Ltd.
Lotus Development Corp.
Maxell Corporation
The Travelers Companies

10K or more
Advanced Micro Devices
Andersen Consulting
Apollo Systems Division,
Hewlett-Packard Company
BASF Corporation
Owen Brown
Cirrus Logic
Eliot Bank
Burgess Jamieson
Massachusetts Cultural Council
for the Arts & Humanities
Merrill Pickard Anderson & Eyre

MITRE Corporation
Price Waterhouse
Stratus Computer
SUN Microsystems
Thin Software/Bell Atlantic
UNISYS Corporation

5K or more
Atex Publishing Systems
Bank of America
Lynda and Samuel Bodman
John Cocke
David Donaldson
Ed Feigenbaum and Peggy Nii
William Foster
Joyce and Edward Fredkin
INFOMART
International Data Group
J.H. Whitney/Prime Computer
Kleiner Perkins Caulfield & Byers
Microsoft Corporation
David and Linda Rodgers
Jean Sammet
Stardent Computer
VISIX Software Inc.

1K or more
Charles Bachman
Boston Computer Society
Howard Cannon
CIO Publishing
Cunningham Communication, Inc.
Deloitte & Touche
Jay Forrester
Fortune Magazine
Steve Golson
Hummer Winblad Venture Partners
Hyams Trust
Theodore and Ruth Johnson
Thomas Marill
James and Mary McKenney
Brian McLaughlin
Chris Morgan
David and Pat Nelson
Anthony Pell
Nicholas A. Pettinella
C.J. and Patricia Rotella
Edward Schwartz
Paul and Kathy Severino
Xerox Corporation

Corporate Members 9/89 - 8/90

**Benefactor
(\$10,000 or more)**
International Business Machines Corporation
Raytheon Company
Xerox Corporation

**Patron
(\$5,000 or more)**
Adobe Systems Incorporated
AT&T Corporation
Bingham, Dana & Gould
International Data Group

**Sponsor
(\$3,000 or more)**
Acer Corporation
Amdahl Corporation
Automatic Data Processing
C. S. Draper Laboratories
Cadence Design Systems
Coopers & Lybrand
DECUS
Fenwick Partners
Gaston & Snow
The Gillette Company
IEEE Computer Society
Liberty Mutual
Lotus Development Corporation
Marathon Mail Management
McGraw-Hill, Inc.
Microsoft Corporation
The New England
Prime Computer
Ropes & Gray
Stratus Computer, Inc.
TASC
Travelers Insurance Company
United Technologies
Ziff-Davis Publishing

**Contributor
(\$1,000 or more)**
Alliant Computer
Analog Devices
Aries Technology
Aspen Technology
Bank of Boston
Bank of New England
Banyan Systems
Battery March Financial
Bechtel/Parson Brinckerhoff
Bitstream, Inc.
Bolt, Beranek & Newman Inc.
Boston Globe Foundation
Bull HN Information Systems
Bull Peripherals
Chase Manhattan Bank
Clearpoint Research
Cognos
Karen C. Cohen Associates
CONNECT, Inc.
Control Data Corporation
Corporate Software
Data General
Data Switch
Data Translation
Davox Corporation
DEC Professional
Delloitte & Touche
DGA Associates
DMR Group
Dow Chemical, USA
EMC Corporation
Emerald Systems
Ernst & Young
Eusey Press
F.W. Dixon
Gensym Corporation
GreenTree Associates
Goldman, Sachs & Co.
Greylock Management
GTE Laboratories, Inc.
H. K. Graphics Inc.
Halliburton Services
Index Group
Innovis Interactive Technologies
Interbase Software Corporation
Intermetrics, Inc.
KPMG Peat Marwick Main
Maintech
McKinsey & Company, Inc.
Medi-Tech
Mentor Graphics
Micro-Mentor
Miller Freeman Expositions
Milliken & Company
The Millipore Foundation
Mobil Corporation
Morgan Stanley & Co., Inc.
Multitrak Software Corporation
NEC Systems Laboratory
New Directions, Inc.
NYNEX Corporation
Pell Rudman Inc.
Price Waterhouse

Programmed Intelligence
The Putnam Companies
The Research Board
Russell Reynolds Associates
Schubert Associates
Sequent Computer Systems Inc.
Shawmut Corporation
Silicon Valley Bank
Software House
Software People Concepts
Summagraphics Corp.
Synergetics Inc.
Technology Research Group
The Composing Room of N.E.
The Mathworks Inc.
Videologic, Inc.
Walker, Richer & Quinn
Wavetracer
Wellfleet Communications
The Wollongong Group
ZBR Publications

Members and Annual Fund Contributors 9/89-8/90

**Honorary Curator
(\$1000 or more)**
Ernie Bloch
Richard P. Case
W. J. Cashman
David Donaldson
Tse Yun Feng
R. Patrick Forster
Thomas Gerrity
Dennis Hayes
Theodore Johnson
Micro-Mentor Inc.
Charles Minter
Anthony Pell
John William Poduska, Sr.
Harry Saal
Grant & Dorrit Saviers
William & Joan Spencer
XRE Corporation
Herman Zapf

**Donor
(\$500 or more)**
Applied Technology Investors
Gordon & Gwen Bell
Burlington Public Library
Deborah Coleman
David N. Cutler
J. E. de Valpine
Margaret & Nick De Wolf
Ray Duncan
Hanscom AFB
Hingham Public Library
J. Milton Hutson
Investors, Inc.
Martin Kirkpatrick
Lawrence Public Library
Matrix USA
Brian McLaughlin
Moody Stecker Company
Lee J. Neal
Norwell Public Library
Parrish Marketing Group
Nicholas A. Pettinella
Paul Pierce
James A. Pitts
Dennis M. Ritchie
Richard Rubinstein
Robert Shafto
Edward Schwartz
Irwin J. Sitkin
Lawrence Tesler

**Supporter
(\$250 or more)**
Richard L. Adams, Jr.
Timothy Anderson
Bridgewater Public Library
Roger M. Buoy
Mr. & Mrs. Arthur Carr
William H. Congleton
Richard Corben
Ian Davison
Lucien & Catherine Dimino
Fred Ebeling
Tom Eggers
Bob O. Evans
Andrew Feit
Walter J. Gamble
Branko Gerovac
John Gilmore
Steve Golson
Roger & Sally Gourd
Kevin Hare
Ted Hess
Arthur Humphreys
J. Milton Hutson, Md
Robert & Judy Kelly
David Korkosz
Bernard Lacroute
Paul Leach
Judith Liebman
John N. Little

John Mashey
Tron McConnell
F.W. McFarlan
Medfield Public Library
Arthur V. Morley
Morrill Public Library
Laura & Ken Morse
Ray Mustafa
Bernard Nordmann
H. Edward Nyce
Ocotom Systems Inc.
Anthony & Marilyn Oettinger
Edward G. Perkins
Michael Pique
James N. Porter
Daniel Rose
Oliver & Katherine Selfridge
Richard G. Shoup
Somerville Public Library
James Starkey
Max J. Steinmann
Richard Stewart
Robert E. & Diane Stewart
Oliver Strimpel
Warren G. Tisdale
Robert Trudel
Topsfield Public Library
Michael G. Uhler
Waltham Public Library
Wendell Weatherford
Hugh M. Wilkinson
William A. Wolf & Anita K. Jones
David Wyse
Robert D. Ziff

**Friend
(\$100 or more)**
Ken Adcock
David Ahl
Mark Allen
Paul Anderson
Richard Bahr
Mario Barbacci
Art Bardige
John Barstow
Leo Beranek Foundation
Alfred Bertocchi
Harvey Bingham
Joel Birnbaum
Stephen Blanchette, Jr.
John Brackett
Michael Breslau
Brown University
David Bryant
Peter Butler
Michael P. Callahan
Howard Cannon
Joel Clinkenbeard
Daniel I. A. Cohen
Clement Cole
C. J. Considine
Steven Cooper
David Corbishley
Paul & Nancy Covell
Harvey G. Cragon
Michael Cronin
Bruce H. Curran
Curriculum Associates, Inc.
Charles Dana
Gervaise G. Davis
Randall Davis
Donald R. Daykin
Gregory & Janice Del Sesto
Jack Dennis
Michael L. Dertouzos
Peter DeWolk
David Dick
Theodora Drapos
Ray Duncan
Dick Dunnington
Arthur Einstein
Jon B. Eklund
End User Systems
Lucian J. Endicott
John Esbin
Neil Faiman
Francis Federighi
Hans K. Fiedler
J. Thomas Franklin
Daniel Freedman
Robert Glorioso
William C. Graustein
Richard E. Greene
Carl Gutttag
J. Scott Hamilton
Frank E. Heart
Leslie J. Hellenack
Gardner & Karen Hendrie
Winston & Sarah Hindle
Nancy S. Horie
Alfred H. Hopkins, Jr.
Michio Horiuichi
Robert H. Ingham
Ernest & Elizabeth Jenness
Charles Jortberg
Jeffrey Kalb
Paul & Carol Karger
Peter Kastner

Gary Kessler
J.S. Kilby
Richard King
Gary Koenig
Mark Koretz
Alan Kotok
Jay Koven and Juliette Sutherland
John R. Koza
Thomas E. Kurtz
Joseph Lachman
John W. Lacey
Bernard Lacroute
Faith E. Lamprey
Joel Lamstein
John Langell
Curtis LaRock
Richard Lary
Bruce Laskin
Neal Laurence
Tsvi Lavi
Linda C. Lawrence
John R. Levine
Tracy Licklider
John D. C. Little
Reed Little
George Logemann
Carl D. Lowenstein
Michael Mahoney
C. Majewski
Frank A. Manola
Julius L. Marcus
Barry Margolin
John Mashey
Melvin Mason
A. Maya
Richard E. McCluskey
Pamela McCorduck
Robert McCormick
Thomas & Elizabeth McWilliams
Todd Medlock
R. W. Meister
Dale Marie Merrill
George Michael
Micro Net Data Systems
Jeanette Middour
George Miyashiro
MOCO, Inc.
Thomas H. Moog
Robert Morrill
Adeline Naiman
Isaac R. Nassi
Arthur Nelson
David Nelson
Arthur Ng
Russell Nofsker
Bernard J. Nordmann
David Novak
Noyce/Labombard Family
Ocean Software Inc.
Lawrence & Pauline Oliva
Robert K. Otmes
Seymour Papert
Natalie Parker
C. L. Pilzer
David P. Reed & Jessica Kenn
C.M. Riggie
Scott & Steven Reilly
Nicholas Reinhardt
Audrey Reith
Ann Roe-Hafer
David Rose
Richard Rosenbloom
Jonathan Rotenberg
Thomas S. Roy
Richard Rubenstein
Stephen Russell
Howard Salwen
Michael J. Samek
Michael Sand
Walter Schmidt
Benn L. Schreiber
Aaron Seidman
Hal B. Shear
W. Lee Shevel
John J. Shields
Diane J. Skiba
Casimir S. Skrzypczak
Ron Smart
Donald Sorensen
William Steul
Jack Stevens
David Strachan
Stephen Swerling
David Tarabar
John Tartar
Teradyne
Henry C. Thacher, Jr.
Michael G. Thompson
Michael G. Tomasic
Joseph Traub
David Tweed
Peter Van Dyke
Charles Waite
Wendell Weatherford
Ralph O. Weber
Robert Wesley
Robert M. Whelan, Jr.

Robert Whiteside
George Whitney
Hugh Wilkinson
Richard Witek
Joan Blout Wylie

In Kind Donations 9/89 - 8/90

Allison Associates
American Airlines
Analog Devices, Inc.
Apple Computer, Inc.
Atari Games
Bank of America
Bitstream, Inc.
Boris Color Labs
Boston Coach
Boston Harbor Hotel
Business Week
Cadence, Inc.
Cigna Systems Corp.
CIO Publishing
Clarix Corporation
Cognex
Commonwealth Creative Group
Communications of the ACM
Computer Literacy Bookshops
Computer Reseller News
Computer Systems News
Computerworld
Coopers & Lybrand
Data Translation
DEC Professional
DGA Associates
Digital Equipment Corporation
Eltech, Inc.
The Fairmount Hotel, San Francisco
Farallon Computing Inc.
Fenwick Partners
Fortune Magazine
G.W. Instruments, Inc.
HP Professional
Information Week
InfoWorld
Inprint
Insignia Solutions
Intel Corporation
InterLAN
International Business Machines Corporation
Kensington Microware, Inc.
Layout Design
Logitech Inc.
MacApp Developers Association
MacroMind, Inc.
MacWorld
MASS Microsystems, Inc.
Jack McWilliams Photography
MICROSCOPE Corporation
MIDRANGE Systems
Munday and Collins Inc.
Multi-Core, Inc.
NEC
Network World
OWL International, Inc.
Paracom, Inc.
PC World
Post Perfect
The Prudential
Renaissance Conference Company
Rourke Eno Paper
Silicon Beach Software, Inc.
SPOT
Strategic Mapping, Inc.
SuperMac Technology, Inc.
Symantec Corp.
TECHMART
Truvision, Inc.
University of Washington
Unix Today
Upside
VAR Business
VAX Professional
Videologic, Inc.
Washington Software Association
World Trade Center, Boston

Executive Committee

Edward Schwartz, Chairman
Gwen Bell
Lynda Schubert Bodman
Lawrence Brewster
Richard Case
Gardner Hendrie
James McKenney
Nicholas Pettinella
Richard Ruopp
Oliver Strimpel

We apologize if we have inadvertently omitted any names from our donor listing. Please inform us of any errors so that we can immediately correct our records.

Upcoming Events

Seminars

Breakfast Seminar Series

Dr. Edward Teller, nuclear physicist, Hoover Institute, Stanford University. Breakfast seminars are open to corporate members and their guests. For more information about becoming a corporate sponsor, call the Membership Coordinator at (617)426-2800x339.

Wednesday, October 17, 1990, 7:30am.

Exhibit Openings

"Digital Image/Digital Photography: The 1990 SIGGRAPH Traveling Art Show"

An exhibition of computer art from around the world. The show features two- and three-dimensional works, stereo art and animation. Artwork was juried by a panel of prestigious international artists and curators. Members Opening:

Sunday, October 21, 1990:

3:00pm Artist's Lecture

5:00pm Members' Only Preview Party

Public Opening:

Tuesday, October 23, 1990-February 1, 1991.

Events

Walk-Through Computer Video Premiere

This 25-minute educational video features David Heil, host of *Newton's Apple*.

"An Open Letter to the PC Industry"

PC Letter Editor-publisher Stewart Alsop II delivers the keynote address of the Northeast Computer Show.

Wednesday, October 24, 1990, 7:00pm

At the general meeting of The Boston Computer Society. Bayside Exposition Center, Rm E. Free for Museum Members.

Computer Games Weekend

Highlights include building your own city using SimCity, a city simulation game and exploring the universe with Cosmic Osmo, a game for younger children. Also 3-D Tetris and Carmen San Diego. Local students demonstrate the games they have developed. Join experts in a discussion of the value of computer games for young people.

Saturday and Sunday, November 10 & 11, 1990, 10am to 5pm.

Museum on the Move: Traveling Exhibits (ongoing)

"Computers in Your Pocket: The History of Hand-Held Calculators"

Until September 30: The Farmington Museum in Farmington, New Mexico.

"Terra Firma in Focus"

An exhibition of spectacular digital satellite imagery of the earth:

Until September 16th: The AT&T Info Quest, New York City.

October 6 to November 25: Science Museum and Planetarium of Palm Beach County, Florida.

December 15 to January 27: Arizona Museum of Science and Technology, Phoenix.

Please Note Our Winter Hours

Visit The Computer Museum Tuesday-Sunday, 10am-5pm (Fridays until 9 pm). Closed Monday except Boston school holidays and vacations. Closed Thanksgiving, Christmas and New Year's Day.

Admission: Adults \$6.00, students and seniors \$5.00. Half price Friday evenings 5pm-9pm. Free to Museum Members and children under five. For more information on exhibits or special events, call our talking computer at (617)423-6758.

To Join:

Members get free admission for one year; The Computer Museum NEWS, a quarterly newsletter of Museum activities; the Annual, a richly illustrated journal of computer history; invitations to exhibit previews and member-only events; advance notice of exhibitions and lectures; a 10% discount on purchases over \$5 in The Computer Museum Store; and the opportunity to buy admission pass booklets at significant savings.

Individual Memberships

- \$30 One year
 \$50 Two-year
 \$20 One-year student*

Family Memberships

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

Yes, sign me up! My check, payable to The Computer Museum, is enclosed in the amount of \$_____. Or, charge my Mastercard, Visa, American Express.

Card# _____ Expiration Date _____

Signature _____
 Name _____

Name for 2nd Family Card _____

Street _____

City/State/Zip _____

Telephone (_____) _____

Company Name _____

Street _____

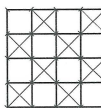
City/State/Zip _____

Please contact me about volunteering at the Museum.

Will your company match your membership? Yes No.

If yes, please send appropriate matching membership form.

*Please enclose verification



**The
Computer
Museum**

Museum Wharf
 300 Congress Street
 Boston, MA 02210
 (617) 426-2800

Address Correction
 Requested

Nonprofit Org.
 U.S. Postage
 PAID
 Boston, MA
 Permit No.55897

Dr. Oliver Strimpel
 The Computer Museum
 300 Congress Street
 Boston, Massachusetts 02210

