# NEWS

Networking Edition

Exhibit on Global Networks to Open in 1994

The world's first exhibit focusing solely on computer networking will open in late 1994. This 5,000-square-foot, $1.5 million exhibit will offer first-hand experiences with networks and a broad and balanced view of how network technology impacts daily life.

A 1992 planning grant from The Fannie Cox Foundation spurred development of the exhibit. With additional grants from Secretary James Kerasiotes, Executive Office of Transportation and Construction, State of Massachusetts; Novell Inc.; Paul and Kathleen Severino; and Wellfleet Communications, Inc., $300,000 has been raised. The Museum seeks further corporate and foundation support for this landmark exhibit.
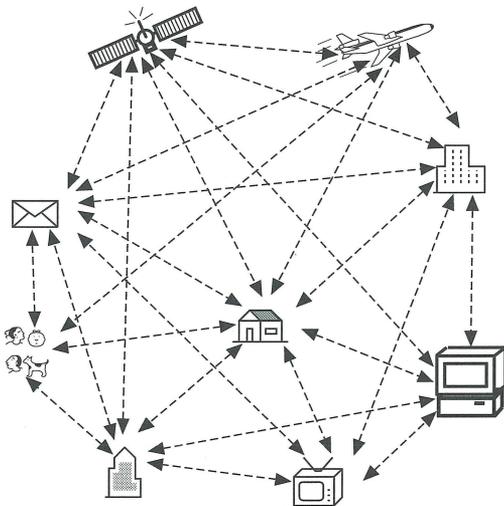
The goal of the exhibition is to make the invisible "information infrastructure" not only visible, but also understandable. Hands-on experiences will illuminate how networking technology works. Specific applications in transportation, health care, government, education, finance, and retail will clarify how computer networks affect our lives. Moral and ethical issues, such as privacy, and some of the cultural dimensions—life, love and legality "on the Net"—will also be explored.

To turn these educational goals into a compelling exhibit, Museum staff are now evaluating prototypes with visitors' help in an Exhibit Lab (see stories, pages 4-5).

A variety of specialized experiences, including a film on the basic concepts of networks, and areas devoted to a "networked society" in microcosm, network technology, and applications will be featured.

"Networked Society" in Microcosm

A rich hands-on environment represents a "networked society." Each computer will have a different application, and all will be linked with a network. Visitors will log into the "society" and choose a "network guide," such as a doctor, teacher, child or spy. The guides will reveal a microcosm of a society networked together and solving problems.

Visitors and their guide will move from one computer to the next, creating and observing the evolving scenario in which networks are used in such areas as government, health care, education and finance. At the end of this activity, the individual has the opportunity to reflect on these experiences.

Network Technology

The basic principles of networking will be explored. Familiar examples of non-computer networks (rivers, the Interstate Highway System, families), different computer network structures (Ethernet, Token-ring, wireless), and network scales (LANs, WANs) will be presented. Using pre-configured hardware, visitors will handle copper and fiber optic cable, experimenting with connections of varying information-carrying capacities, to build

their own network. Once built, it could be used to transmit text and video. Other interactives will allow experimentation with other aspects of the technology (packet-switching, how information can be sent optically, how local area networks are connected).

Application Areas

In the exhibition's largest space, visitors can explore network applications in compelling real-world and fantasy settings. They will try real computer networks and, through actual examples, face some of the ethical issues of the electronic age.

A simulated traffic control center used by Boston's Central Artery/Third Harbor Tunnel project will be re-created, where management of real-time traffic flow control can be observed. Live video feeds of digital cameras monitoring the traffic will be featured. An up-to-the-minute information network will provide advice on the best route home that day.

The phone system will be explored as a computer network. In a re-creation of a telephone control center, flashing lights will show different levels of caller demand and up-to-the-second news broadcasts. An opportunity to respond to a simulated scenario will be provided. For example, visitors will intervene during a simulation of Mother's Day (when telephone traffic is busiest) to prevent gridlock.

As networks reach into the home through copper wire, optical fiber and cable, people shop, rent movies, order food and get all sorts of information.

Hands-on simulations will sample the home network systems being developed. The social costs and benefits will be explored, such as "telecommuting," in which networks allow people to work at home and still be connected.

Putting Electronic Services In Your Hands

The Museum has been exploring computers and telecommunications on behalf of our visitors since we first installed a public-access CompuServe terminal in 1986. Behind the scenes, however, we have continued to rely on the telephone, the fax machine, and the U. S. Mail ("snail mail") to communicate with our many constituencies.

Now, the Museum has established a connection on the Internet (a world-wide computer network) to facilitate the exchange of ideas and information between Museum staff and our Members and friends. Anyone with access to the Internet can now send email to individual staff members at the following address: *lastname*@tcm.org. I hope you will share your thoughts on making the best possible use of the many resources the Museum has to offer, including exhibit text, multi-lingual educational materials, and images and information from the historical collections.

As a first step in establishing a Museum presence on the Internet, we have set up a mail server to provide online information about the Museum. Send email to **computer_info@tcm.org** with **request** in the subject line and **send help instructions** as the body of the message. You will receive a return message with a current list of available topics and instructions on how to request more specific information. The automatic response to a request for more specific information will contain

THE ARPA NETWORK
August 1972
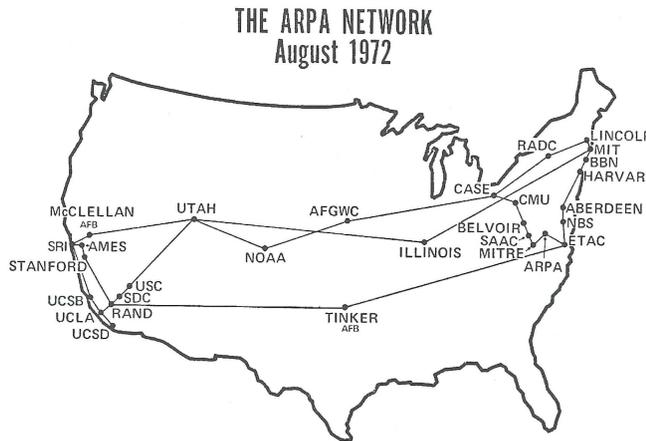
This map (from a collection of maps donated to the Museum) shows the evolution of ARPANET (Advanced Research Projects Agency), the ancestor of today's Internet.

up-to-date information and a staff member's address. I hope you will pay particular attention to the information on volunteer opportunities. Since we are going to need your help to make Museum resources available through this emerging communications medium, we plan to set up remote volunteer opportunities.

We will continue to develop the Museum's Internet presence with your help. I look forward to hearing from you!

Oliver Strimpel

Dr. Oliver Strimpel
Executive Director
strimpel@tcm.org

Global Networks Exhibit Opens 1994 *(continued from P.1)*

New styles of information and communication can be directly experienced. Full motion video will connect to people at remote sites. Novel "communities" being formed on bulletin boards and commercial network connections will be spotlighted for visitor exploration.

The exhibit itself will be "on-line" so that people anywhere in the world can take a "field trip" to the Museum and "chat" (via text) real-time with visitors. Anyone with a modem will have partial access to the exhibit through a bulletin board, a File Transfer Protocol site, and connections from commercial services.

As with the Museum's other exhibitions, the most effective networked computer exhibits will be made available to other museums and science centers around the world via the Exhibit Kits Program.

QUESTIONS?

Please call us at (617) 426-2800, if you have a question about:

The Computer Clubhouse	Nancy Boland	x308
Collections	Brian Wallace	x342
The Computer Bowl	Kate Jose	x346
Corporate Relations	Betsy Riggs	x378
Education	Natalie Rusk	x345
Finance	Don Collins	x343
Exhibits	David Greschler	x349
Functions	Martha Ballard	x340
Marketing	Carol Welsh	x396
Membership	Sue Pekock	x376
The Museum Store	Margaret Dasha	x306
Public Relations	Gail Jennes	x341
Volunteering	Heather Sievers	x411
Group Visits	Eileen Knight	1-800-370-CHIP
General Information	Talking Computer	(617) 423-6758

Museum Staff are also accessible on the Internet. You will need to use the staff person's last name in the following format: *lastname*@tcm.org

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The Computer Bowl

The Computer Bowl All-Star Game and Electronic Auction

The Computer Bowl® All-Star Game will take place Friday, April 29, 1994, at the San Jose (CA) Civic Auditorium. This ultimate contest of computer smarts between East and West Coast industry leaders will pit the Most Valuable Players (highest individual point scorers) of all five past Bowls against each other.

Get ready for team lineups that are the "best and brightest" of the "best and brightest."

From the East:

Neil J. Colvin, Senior Vice President and Chief Technology Officer, Phoenix Technologies Ltd.; Bob Frankston, Microsoft Corporation; Mitchell Kapor, Chairman, Electronic Frontier Foundation, Inc.; author Pamela McCorduck; and Dr. David L. Nelson, Chairman, Fluent, Inc.

From the West:

Bill Gates, Chairman, Microsoft Corporation; Bill Joy, Vice President of R&D, Sun Microsystems, Inc.; Jeffrey C. Kalb, President, MasPar Computer Corporation; David Liddle, President and CEO, Interval Research Corporation; and Dr. Harry J. Saal, Chairman of Network General Corporation.

The Bowl is presented by the Association for Computing Machinery (ACM) and created by the Museum. This year, *COMPUTERWORLD* is underwriting the MVP Awards for the "all-time most valuable players," the highest of the highest point-scorers.

In conjunction with the 1994 all-star game, the Museum is also holding the world's first Electronic Celebrity Auction on April 29. Connected electronically, Museum and Bowl fans on both coasts will have a chance to bid on objects and services donated by all 50 past Bowl Team Players. Select items will be offered in a live auction at half-time.

Computer Bowl Project Manager Kate Jose reports that West Coast Auction Chair and 1991 Team Captain, Heidi Roizen, has already begun "cajoling the West for treasures only they can provide."

Last May, the West Coast defeated the East 25-to-14 in the Fifth Annual Computer Bowl in San Jose. West Coast Captain Dr. Harry J. Saal, Chairman of Network General Corporation (holding Bowl), said, "It's final proof that Westerners "Excel" over the "Lotus"-eaters from the East." From the left: Lisa G. Thorell, Director and Principal Analyst, Client/Server Computing Service, Dataquest Incorporated; Michael A. McConnell, President and CEO, SuperMac, Inc.; Jerry Kaplan, Chairman and Co-founder, GO Corporation; Saal; Jean-Louis Gassée, Chairman and CEO, Be Corporation.

East Coast Captain Mitchell E. Kertzman, Chairman and CEO, Powersoft Corporation, attributed the loss to the butterfly effect in Chaos Theory. His team included: John F. Burton, President and CEO, LEGENT Corporation; Neil J. Colvin, Senior Vice President and Chief Technology Officer, Phoenix Technologies Ltd.; Alain Hanover, Chairman, President, and CEO, Viewlogic Systems Inc.; and Patricia B. Seybold, President and CEO, Patricia Seybold Group.

Intel's Dave House, a 1991 West Coast Team Member, has donated a book, *Portraits of Success: Impressions of Silicon Valley Pioneers*, autographed by many of those featured. Meanwhile, Esther "Release 1.0" Dyson has promised to sweet-talk East Coast Team members into "releasing" gems for the Museum's benefit.

With the stakes so high for this star-studded game, all the former judges are being invited to serve on a Supreme High-Tech Court, empowered to resolve disputes. Charles Bachman, Chairman, Bachman Information Systems, Inc.; John Doerr, a Kleiner Perkins Caufield & Byers general partner; Powersoft Chairman Mitchell Kertzman; International Data Group Chairman Pat McGovern; T/Maker President Heidi Roizen; and John Shoch, a partner of Asset Management Company, have already agreed to gavel.

Andrew S. Grove, President and CEO, Intel Corporation, will serve as one of two "Examiners," posing the tough questions on industry history and folklore that have made the Bowl computerdom's own celebrity classic event. A distinguished industry leader from the East will serve as the other "Examiner." Team captains will be chosen by the flip of a coin.

Hosted by Stewart Cheifet, Executive Producer of the television show "Computer Chronicles," the Bowl will be narrowcast live from San Jose to the Museum in Boston and to Microsoft Corporation in Redmond, WA, and will air nationally on PBS in May 1994. The Bowl has raised over $3.4 million in donations and in-kind support since 1988.

What You Can Do Now With Networked Computers...

Three new interactive exhibits offer Museum visitors a chance to sample some networking technology and build new relationships electronically with other people, including the President and Vice President of the United States.

"For the first time in history, a Presidential Administration is linked, electronically, with you," President Bill Clinton said recently.

At the *Letter To The White House* exhibit, you will be able to send an electronic message directly to the White House telling President Clinton and Vice President Al Gore exactly what you think. Write your message to the President or Vice President and then send it with the click of a button. You will see how the message is routed through the web of machines that are part of the Internet, a noncommercial computer network that links up to 30 million people in over 40 countries. Computer animation and other special effects will offer a simulated "satellite's view" of the message as it bounces from the Museum to a gateway in Boston through cyberspace to Washington and the White House.
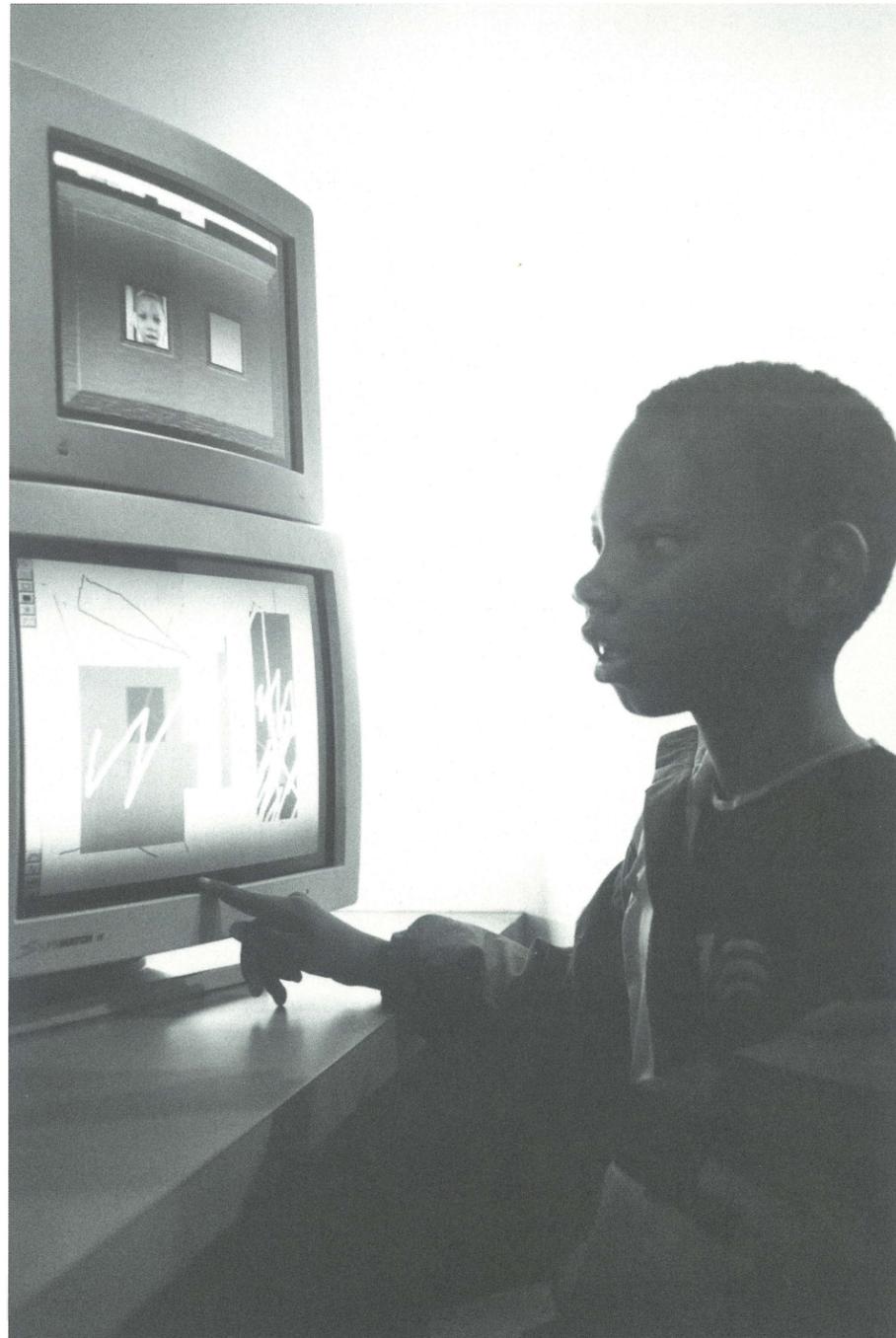
MAKE A "VIRTUAL VISIT"

In the Person-To-Person booth, Dajuan King, 7, of Newark, New Jersey, uses the latest videophone technology and drawing tools to create a picture with a friend in another, remote, location.

While neither the President nor the Vice President can respond to all your messages, you will be able to print out an immediate acknowledgement from the White House that your electronic mail will be read and tracked carefully. The acknowledgement includes Clinton's and Gore's email address, and more information on how to use email and other network communications at home, school or work.

Person to Person allows you to step inside a specially equipped booth and make a "virtual visit" to a friend in a booth at another location. Using the latest videophone technology and drawing tools, you will create a picture together on a common drawing screen located in both booths. Communicating via speaker phone and live video images, you will actually see yourself and the other person on a second screen. A special telephone-line data-link enables the transmission of high-speed digital information (video images) from one site to another. At first, both booths will be at the Museum; eventually, one booth will be moved off-site.

You will be able to work together with three other players to solve the *Networked Puzzle*. Each person has puzzle pieces the others need, prompting them to use the network—five computers (consisting of four clients and a server)—to talk with each other via live video images and audio. Once you find which player has the piece, you use the network to "transfer" the piece from one station to another. Unlike many network games that are about fighting with other players, this one involves cooperating to achieve a goal.

A Letter To The White House and *Person-To-Person* were funded by a planning grant for the 1994 networking exhibit. Hardware and software for *Person-to-Person* were provided by Motorola Codex and Northern Telecom. The *Networked Puzzle* was developed with funding from 3Com Corporation and in consultation with The Chedd-Angier Production Company.

WRITE THE WHITE HOUSE
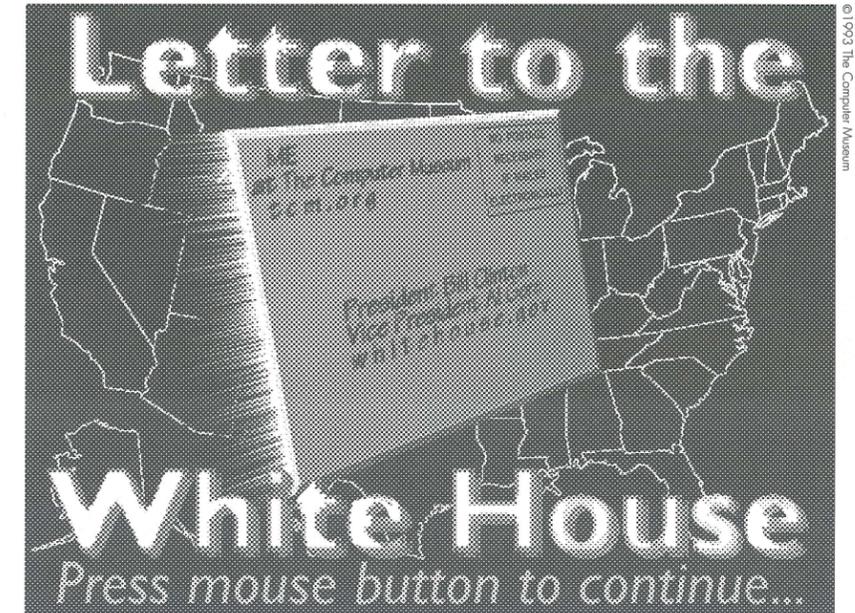
This screen shot shows a simulated "satellite's view" of your email message as it travels though cyberspace to President Bill Clinton or Vice President Al Gore. The Letter To The White House exhibit marks the first time a Presidential Administration has been joined to its constituency via computer.

SOLVE A PUZZLE
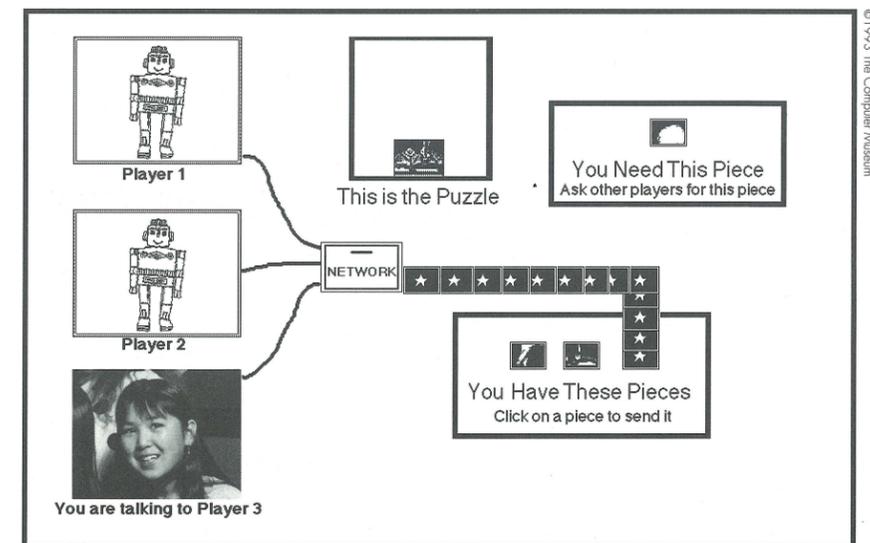
At the Networked Puzzle exhibit, visitors talk with each other via video and audio (see screen shot above) to find out who has the pieces needed to complete the puzzle. They then use a network to transfer the pieces and complete the puzzle.

Software

How Computers Work
Narrated Quick Time™ animation takes you inside every device from the mouse to the memory cells of a CPU. Also includes tutorials for the most popular programs on the market today.
item#1 Available for MAC/CD-ROM **$79.95**

Learn About Computers
Learn about the basics of the computer and what makes it work. This fun tutorial comes complete with a series of multiple-choice questions. Sound Blaster and AdLib compatible. Recommended for ages 7 to 11.
item#2 Available for IBM (dual media) **$19.95**

Sim Ant
Build an ant colony from scratch. By starting with one ant, a queen and an egg, you must take over the yard and eventually the house. Make decisions about the make-up of your colony and the focus of its efforts. Overcome many obstacles in achieving your goal including: voracious spiders, rival ant colonies, a boy with a lawn mower and a dog.
item#3 Available for IBM, MAC, WIN **$49.95**

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Kid Pix
Kid Pix is an amazing paint program created just for kids. It combines special effects, art tools, picture stamps, sound and magic screen transformations to turn the computer into a magical art studio. And with Kid Pix, you don't just paint a masterpiece, you hear it, too! Every brush and tool has its own unique sound effect.
item#4 Available for IBM, MAC. **$59.95**

Where In The World Is Carmen Sandiego?
When last seen, Carmen and her gang of master thieves were heading for Istanbul, or was it Cairo? You'll chase them all over the globe as you decipher clues using your Crime Computer and your copy of the World Almanac (included). Along the way, you'll pick up interesting information about geography, history and culture.
item#5 Available for IBM, MAC. **$49.95**

Where in Space Is Carmen Sandiego? Deluxe
"Where in Space is Carmen Sandiego? Deluxe" is the most challenging Carmen yet! Join the ACME Detective Agency, Intergalactic Division, and chase Carmen and 19 alien villains through the solar system and learn about the geography, history and science of space. Crack the case using an easy-to-use, extensive electronic database. Includes dozens of dazzling NASA photographs, original music and talking characters.
item#6 Available for IBM 3.5 **$79.95**

Where in America's Past is Carmen Sandiego?
Players travel to historical hideouts on the North American continent between the years 986 and 2000. With all-new villains, clues, graphics, and animations, players are sure to enjoy chasing Carmen and her gang through America's past. Stunning VGA location graphics and digitized sound effects.
item#7 Available for IBM, MAC. **$49.95**

A-Train
Now's your chance to solve your community's transportation woes and develop an alternative to the over-crowded maze of smoky roadways. Start with little more than farm land and construct a privately held railroad that you alone control. Attract businesses and settlers, and develop the once-barren landscape into a thriving metropolis.
item#8 Available for IBM 3.5, MAC **$69.95**

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The most advanced CD-ROM encyclopedia available. 26 complete volumes on a single disc. Included are 32,000 articles, 10,000 pictures, sound recordings and the 65,000-word *Merriam-Webster Intermediate Dictionary*.
item#9 Available for IBM CD-ROM **$150.00**

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Recreates the excitement of the "Star Wars" films including dramatic dialogue directly from the movies. Join the fleet in three tours of duty to decide the fate of the galaxy.
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The Cooking Companion
The most powerful recipe program ever created helps you organize your recipes, analyses them for nutritional content and shows you how you can make them more healthy. It even helps you prepare recipes for special diets.
item#11 Available for IBM **$59.95**

Videos

How Computers Work
The Computer Museum's Walk-Through Computer™ is the setting for a guided tour that demystifies computers and satisfies your curiosity about one of the most important technologies of the 20th century.
item#12 **$22.95**

120-Minute Fractal Video
"Mandelbrot Sets and Julia Sets" display brilliantly colored fractal computer animation with instrumental soundtrack.
item#13 **$19.95**

State-of-the-Art Computer Animation
60 minutes of fantasy in computer animation—from miniature spectacles lasting a few seconds to full stories of surprising intensity.
item#14 **$12.95**

Beyond the Mind's Eye
This 45-minute video integrates the latest in computer animation technology and artistry with original music from renowned composer Jan Hammer.
item#15 **$24.00**

Miscellaneous

item#16 **Computer Museum Mouse Pad**
    Choose from black, red, or blue. $10.00

item#17 **Embroidered Computer Museum Polo Shirt**
    Ash colored all cotton in M-L-XL $28.95

item#18 **T-Shirt also available $20.00**

Books

The Children's Machine: Rethinking School in the Age of the Computer.
A follow-up to Seymour Papert's first book envisioning how the use of computers could change education. In this work, the pioneer of LOGO sees students in the truly modern school using the computer as the pencil and book have been used in the past.
item#19 **$22.50**

Silicon Mirage: The Art and Science of Virtual Reality.
By Steve Aukstakalnis & David Blatner. A book for laypersons, scientists and academics alike. The authors provide an easily understandable and enjoyable explanation of the "virtual senses," the strikingly broad array of fields where virtual reality is having an impact, and the breathtaking horizons yet to be explored.
item#20 **$15.00**

The MAC Internet Tour Guide: Cruising the Internet the Easy Way.
By Michael Frase. This unique book/disk set arms MAC Internet users with everything needed to navigate this high-speed, worldwide communications network. This one-of-a-kind resource includes information on getting connected; exploring the Network infrastructure; using Electronic Mail on the Internet and more.
item#21 **$27.95**

The Whole Internet User's Guide & Catalogue. By Ed Krol.
This is the best-selling introduction to the Internet, the international network that includes virtually every major computer site in the world. The Internet is a resource of almost unimaginable wealth. Whether you're a researcher, a student or just someone who likes email, this comprehensive resource will be your knowledgeable companion as you explore the vast virtual universe of the Internet.
item#22 **$24.95**

CyberArts: Exploring Art & Technology.
Edited by Linda Jacobson.
This new book is a collection of essays and commentaries investigating new frontiers in the interactive art, entertainment, and communication technologies. The 16-page, full-color "CyberArts Gallery" includes cutting-edge examples of graphics, interactive video programs, multimedia applications, and more.
item#23 **$22.95**

Computer Engineering: A DEC View of Hardware Systems Design
By C. Gordon Bell, J. Craig Mudge, and John E. McNamara. This book has been written for practicing computer designers, as well as those who are students of design. It is a fascinating historical record of the evolution and design of DEC modules and computers from 1957-1977.
item#24 **$14.95**

How Computers Work
By Ron White. Discover what really makes your PC tick in this exciting bestselling book. Brilliant full-color detail shows what really happens when you boot up the computer, input text from the keyboard, click the mouse, store data on the disk, and more.
item#25 **$22.95**

Software may be returned for credit provided all outside wrapping is intact. Defective software will be replaced with the identical title only.

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Coming in October...
HIGH-TECH HALLOWEEN

Sunday, October 31, 1993

10am — 5pm

Kids, up to age 15, who come in Halloween costume with an adult admission will be admitted free. First, stop in The Computer Museum Store for your own special High-Tech Treat, and then you can explore a computer playground full of surprises — more than 125 of them including R2-D2™ and all our wonderful robot friends.

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Coming in November...
FOURTH HARVARD CUP CHESS CHALLENGE

Saturday, November 6, 1993

Watch this premier human-versus-computer chess competition, pitting a team of American grandmasters—some of the world's best players—against the best computer hardware and software. During the one-day event, young people and other visitors will meet the grandmasters and test their own skills using the very same programs challenging the experts. Additionally, enthusiasts worldwide can follow the Cup results through several online computer services.

Both events free with Museum admission.

If you're in Washington, D.C. ...
Challenge a computer to a game of tic-tac-toe!

Don't miss *How Computers Play Games* in the Information Age exhibition at the Smithsonian Institution National Museum of American History. One of The Computer Museum's Exhibit Kits, *How Computers Play Games* enables visitors to challenge a computer to a game of tic-tac-toe or five-in-a-row while learning about artificial intelligence.
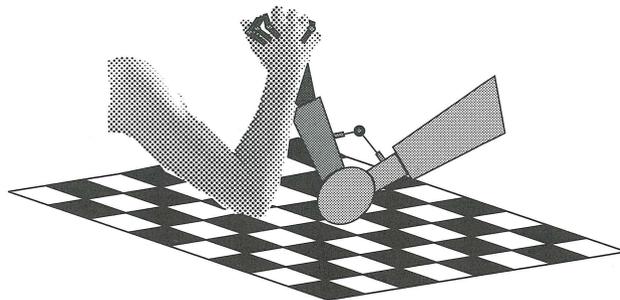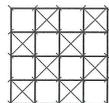

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SUMMER: Open daily, 10am-6pm.

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. For more information on exhibits or special events, call The Talking Computer at (617) 423-6758.

Support The Computer Museum! 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 ext. 376.

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