John Mashey
Trustee

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The Museum

• **Mission** – To Preserve the Artifacts & Stories of the Information Age

• **Vision** - Exploring the Computing Revolution and Its Impact on the Human Experience

• **Moving Forward:**
  • Collecting over 25 years; started at Digital Equipment
  • Boston Artifacts moved to Silicon Valley in 1996
  • Independent 501(c)(3) in July 1999
  • New Home in Mountain View, CA in 2002
    1401 N. Shoreline Dr, next to 101, with purple “on button”
  • June 2003: Phase 1 opened
  • Sept 2005: major new exhibit - Computer Chess

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The Collection

Behind the scenes:

Largest collection of computing artifacts.

Over 25 years of collecting!

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The Collection

Media

Software

Documentation

Hardware

Ephemera
A World-Class Collection
“Innovation 101”— Silicon Valley’s Contributions to Computer History

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Exhibition Galleries: Now, Future

Computing History Timeline

Visible Storage
Now

Input/Output
Processors
Networking
Software
Storage

Rotating Topical Exhibits

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Virtual Visible Storage
Activities

• **Speaker Series**
  – History, history-in-the-making, special topics, exec briefs

• **Preservation Activities**
  – Oral Histories - Active Collection of the Past
  – Videos & Photos - Proactive Collection for the Future

• **Restorations**
  – Understand and restore environments of the past
  – IBM 1620; PDP-1; IBM 1401;
  – Many PC’s from study collection

• **Initial CyberMuseum**
  – Virtual Visible Storage

• **Events**
  – Seminars, film presentation, education, socials, board meetings, dinners; Fellows Awards (1/year)

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Computer History Museum Presents

7 p.m., September 8, 2005

The History of Computer Chess: An AI Perspective

Murray Campbell
Deep Blue Project
IBM Corporation

Edward Feigenbaum
Stanford University

Monty Newborn
McGill University
Moderator

David Levy,
International Computer Games Association,
Chess International Master

John McCarthy
Stanford University

Edward Feigenbaum
Stanford University

Monty Newborn
McGill University
Moderator

David Levy,
International Computer Games Association,
Chess International Master

John McCarthy
Stanford University
Mastering The Game: A History of Computer Chess

Exhibit themes:
- Pre-computer history: mechanical chess
- Can machines think? AI concepts
- Deep software content: game theory & algorithms
- Human drama: Man vs Machine
- Business story: microcomputer chess
- Futures area: what’s next for computers?
- Great content: Vintage film footage, oral history of key players, computer animations/interactives to explain software theory, Deep Blue on loan from IBM

Claude Shannon

Ken Thompson
Odysseys in Technology

7 p.m., Tuesday, September 13

An Evening with Carol Bartz
Chairman of the Board, President, and CEO Autodesk
Our People

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