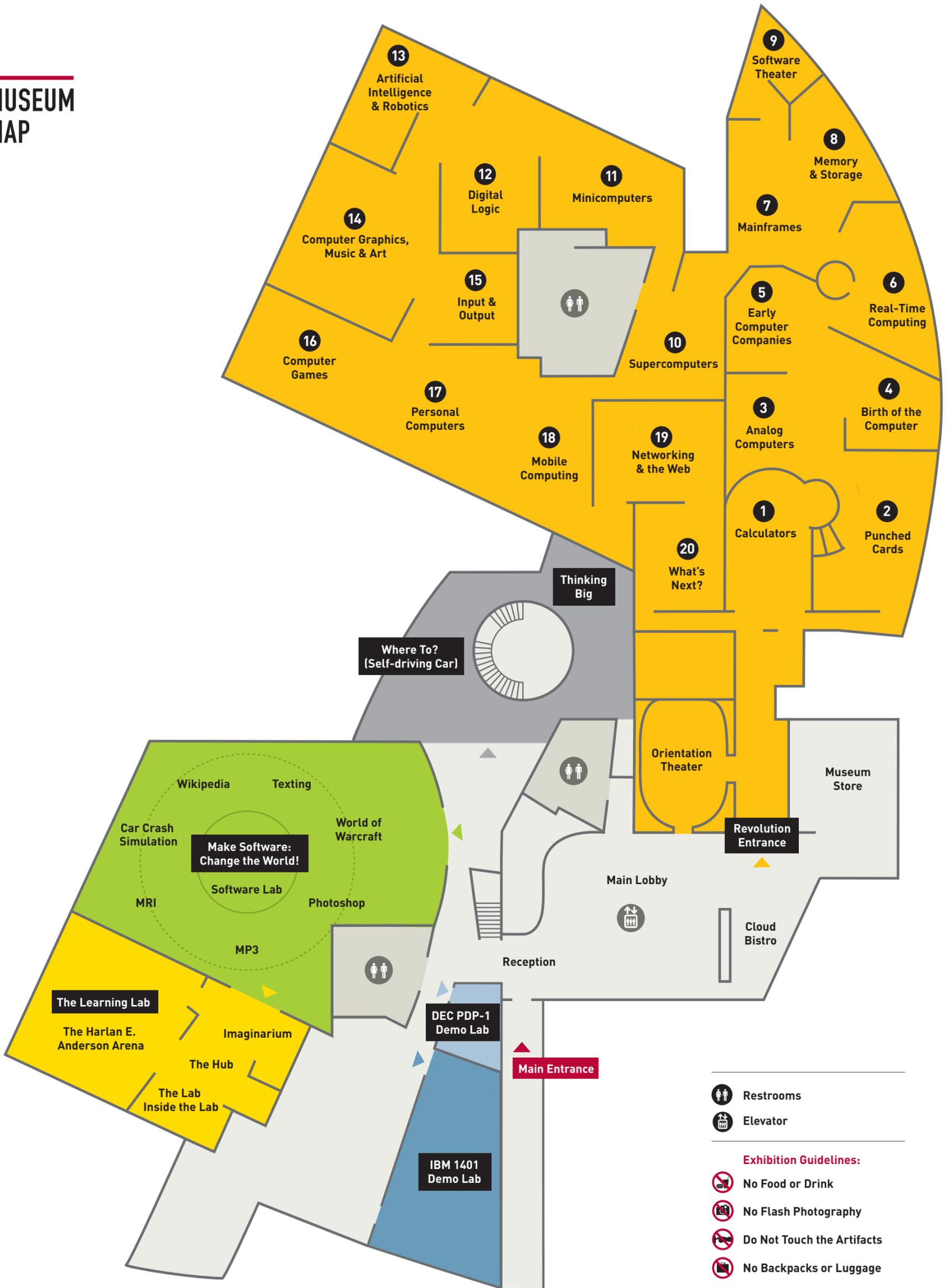


# MUSEUM MAP



# EXHIBITS



REVOLUTION



THINKING BIG



MAKE SOFTWARE



THE DEMO LABS



WHERE TO?



ORCHESTRIONS

# LEARNING LAB

The Learning Lab is a welcoming, innovative space for exploration and discovery. Find changing exhibits that spark imagination, hands-on activities that ignite curiosity, and educational resources that give everyone a new way to explore technology.

The Learning Lab accommodates drop-in public access as well as a full calendar of community events and educational programs, workshops, and activities. Contact [education@computerhistory.org](mailto:education@computerhistory.org) to learn more. To learn more about our educational offerings, contact [education@computerhistory.org](mailto:education@computerhistory.org).

Learn how the DEC PDP-11 minicomputer captivated a generation of hackers with its real-time capabilities, advanced graphics, and interstellar game *Spacewar!* Discover the sights and sounds of a 1960s business center featuring the popular IBM 1401 mainframe computer.



**PDP-11 and IBM 1401 Demo Labs\***

Self-driving cars have remained perpetually two decades away since the 1930s, while over the past century, autonomous and semi-autonomous vehicles have conquered the air, sea, and space. Discover the challenge of bringing self-driving cars to the general public.



**Where To? A History of Autonomous Vehicles**

Experience 19 galleries filled with over a thousand artifacts and an array of multimedia experiences that chronicle the history of computing, from the abacus to the smartphone. Explore the people and inventions that have revolutionized the world.



**Revolution: The First 2000 Years of Computing**

Drawing on the papers held at the University of Oxford's Bodleian Libraries, *Thinking Big* features reproductions from the Bodleian's collection recounting the remarkable life of English mathematician and visionary Ada Lovelace (1815-1852).



**Thinking Big: Ada, Countess of Lovelace**

These imaginative instruments were popular among German nobility in the 1850s. But for contemporary artists and musician Mark Mothersbaugh (b. 1950), they capture his personal journey with technology and art. *Conducting Creativity* is located in the CHM Learning Lab.



**Conducting Creativity: Orchestrons by Mark Mothersbaugh\***

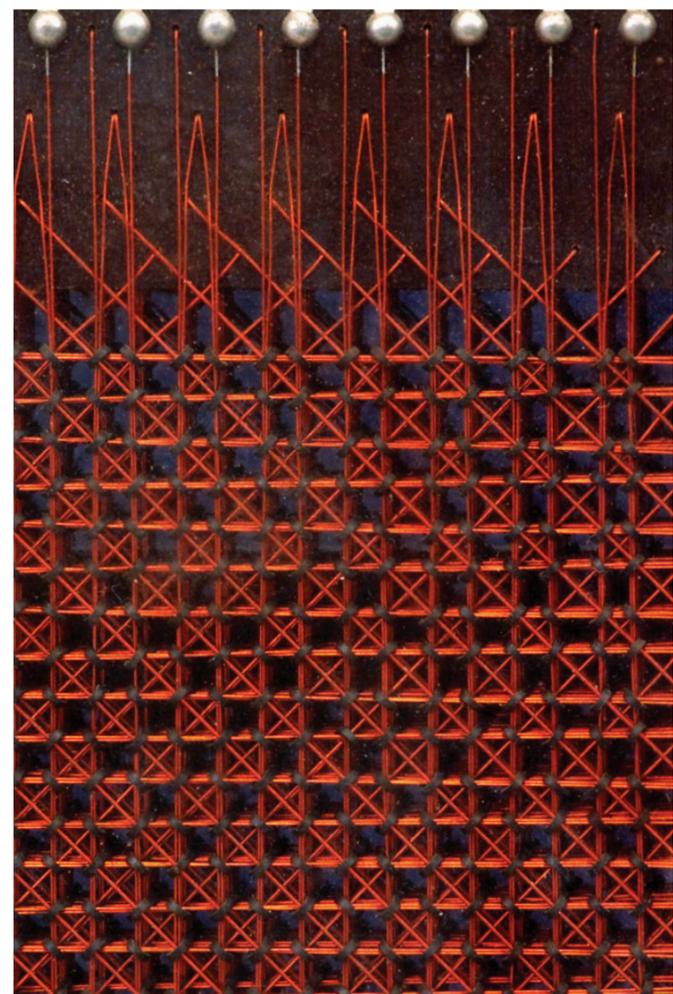
Explore the stories behind seven game-changing applications: MP3, Photoshop, MRI, Car Crash Simulation, Wikipedia, Texting, and *World of Warcraft*. The Stata Family Software Lab anchors this interactive exhibition, introducing visitors to basic programming concepts and hands-on coding activities.



**Make Software: Change the World!**

## EXHIBITS

## VISITOR MAP



03.2017 / LITTLE CHARACTER PROTOTYPE / 1958 / CONTROL DATA CORPORATION / ©MARK RICHARDS

## SERVICES

### COAT CHECK

A coat check is available during regular Museum hours for coats, backpacks, luggage, and large strollers.

### LOST AND FOUND

Lost and Found is located at the Reception Desk.

### WI-FI

Wi-Fi is available in the Cloud Bistro, exhibition areas, and in the seating area outside the Museum.

### VISITOR GUIDELINES

Please observe the following guidelines for the comfort of our guests and the preservation of our precious artifacts:

Historical artifacts are priceless and easily damaged. Please do not touch them.

Personal non-flash photography is permitted throughout the Museum's exhibition areas. Use of flash, tripods, or other equipment is prohibited.

No backpacks or luggage allowed in the exhibition areas.

Ticket is valid only for the date indicated. No refunds or exchanges.

Food and drink are not permitted in the exhibition areas.

The Museum is not responsible for lost or stolen articles.

Children ages 12 and under must be accompanied by an adult.

### STORE

Looking for a unique gift, computer-related read, or Silicon Valley souvenir? Our 1,500-square-foot store includes tech-related gifts and gadgets. Museum admission not required. Members receive a 10% discount on purchases. Open during regular Museum hours.

### CLOUD BISTRO

The Cloud Bistro features freshly brewed coffee, local wines, and tasty sandwiches and salads. Museum admission not required. Members receive a 10% discount. Open during regular Museum hours.

## ABOUT US

The **Computer History Museum** in Mountain View, California, is a nonprofit organization with a four-decade history as the world's leading institution exploring the history of computing and its ongoing impact on society. The Museum is dedicated to the preservation and celebration of computer history and is home to the largest international collection of computing artifacts in the world, encompassing computer hardware, software, documentation, ephemera, photographs, oral histories, and moving images.

### MUSEUM HOURS\*

Wednesday–Sunday 10 a.m.– 5 p.m.

\*Check the Museum's website for special hours

### MEMBERSHIP

A Museum membership is a fun way for technology fans to get involved with CHM. See the Reception Desk for more information or visit us online at [computerhistory.org/membership](http://computerhistory.org/membership).

### EDUCATION

Exhibition tours, artifact demonstrations, and hands-on workshops are available for learners of all ages. See the Reception Desk for more information or visit us online at [computerhistory.org/education](http://computerhistory.org/education).

### SUPPORT

Generous contributions from individuals like you support our work in collections, exhibition development, and educational programming. Help us tell the fascinating stories of the Information Age by giving a gift today. Visit us at [computerhistory.org/contribute](http://computerhistory.org/contribute).

### CONTACT US

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