

# **LIVE MUSEUM**

**MUSEUM OF INFORMATICS**



# SUMMARY

- **INTRODUCTION**
- **PUBLIC ACTIVITIES**
- **MAINTENANCE TASKS**
- **CONCLUSIONS AND FUTURE WORK**

# INTRODUCTION

- **WHAT'S THE BEST WAY TO DISPLAY COMPUTERS IN A MUSEUM?**



**BEHIND A GLASS CABINET?**

**JUST SHOWING THEIR PHYSICAL APPEARANCE (HARDWARE)?**

**STATIC**



**DYNAMIC**

- **GRAPHICS, SOUND, MUSIC, ANIMATIONS, SCROLL, USER INTERACTIVITY**
- **PROMOTE SOFTWARE AS ANOTHER WAY OF ART, PRESERVE IT AS CULTURAL HERITAGE**
- **THERE ARE INTERESTING INITIATIVES SUCH AS THE COMPUTER SPIELE MUSEUM IN BERLIN**

# PUBLIC ACTIVITIES

- **RETROCOMPUTING WORKSHOP**
- **ASSOCIATION FOR COMPUTING MACHINERY**
- **RETRO PROGRAMMING COMPETITION**
- **PRAKTIKUM PROGRAM**
- **TEMPORARY EXHIBITIONS**
- **RETRÓPOLIS VALENCIA [HTTP://MUSEO.INF.UPV.ES/RETROPOLIS](http://museo.inf.upv.es/retropolis)**

# NEEDS OF A LIVE MUSEUM

- **A STABLE COLLECTION OF SIMILAR RETROCOMPUTERS**
- **SOME TECHNICAL KNOWLEDGE TO MAKE THEM WORK ENOUGH**
- **AN EDUCATIONAL PURPOSE, PUT INTO PRACTICE BY MEANS OF LEARNING TUTORIALS**
- **ENOUGH PHYSICAL ROOM FOR A STANDARD SCHOOL STUDENT GROUP**
- **AN EXPERT TEACHER TO ATTEND IT**
- **EXTRA ROOM FOR TOOLS, REPAIRS, LOGISTICS, MATERIALS, WAREHOUSE, ETC.**

# TECHNICAL MAINTENANCE TASKS

- **CONFIGURE ALTERNATIVE VIDEO OUTPUT**
- **BUY OR BUILD ADEQUATE POWER SOURCES**
- **SCREWDRIVER, SOLDERING IRON, CONNECTORS, ELECTRICS**
- **SWITCHES, KEYBOARD MEMBRANES, JUMPERS, WIRING**
- **MECHANICAL ISSUES (TAPE AND DISC DRIVES)**
- **TRANSMISSION BELTS**
- **NEW HOMEBREW HARDWARE AND SOFTWARE**



# OLD COMPUTERS IN XXI CENTURY

- **SOFTWARE EMULATION, ROMS, HARDWARE EMULATION, FPGA**
- **CRT TVS, LCD TVS, PLASMA TVS AND RF, AV, RGB, SCART, VGA, HDMI**
- **AUDIO PLAYERS: CD PLAYERS, MP3 PLAYERS, ON-THE-FLY TAPE-IMAGE PLAYERS**
- **NOT-SO-OLD DISC DRIVES, PENDRIVES, SD OR MICRO-SD MEMORY CARDS, ETC.**
- **INTERNET CONNECTIONS, WIFI ACCESS, PROGRAMMING TOOLKITS, ETC.**
- **HOMEBREW OPERATING SYSTEMS, MEMORY EXTENSIONS,**
- **MULTIPLE DISSEMINATION ENCOUNTERS AROUND SPAIN AND OTHER COUNTRIES**

# CONCLUSIONS AND FUTURE WORK

- **COMPUTERS ARE PRONE TO INTERACT WITH THEM**
- **THERE IS ROOM FOR LIVE COMPUTING MUSEUMS**
- **INTERNATIONAL COMMUNITY BEHIND THESE PROJECTS**
- **SIMPLE COMPUTERS ARE STILL USEFUL FOR TEACHING**
- **PROMOTE SOFTWARE AS A VALUABLE CULTURAL HERITAGE**
- **SOFTWARE AND VIDEOGAME PRESERVATION [YOUTUBE VIDEO](#)**