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VISITOR GUIDE

CHM

MAP

WELCOME

From the heart of Silicon Valley, CHM decodes technology through preservation, connection, exploration, and conversation. We share insights gleaned from our comprehensive exhibits, interactive learning experiences, dynamic programming, and an incomparable collection of computing artifacts and oral histories in pursuit of our vision to shape a better future. Learn more about our vision and mission on our website computerhistory.org/about.

DINE AND SHOP

Take a break in the Cloud Bistro café during your visit to CHM or stop in any time you're in the neighborhood. For a unique gift or fun memento, shop at the CHM Store, where all proceeds support Museum programs, exhibitions, and collections. The café and store are located in the Museum lobby.

Museum admission not required.
Members receive a 10% discount on all purchases.
Open during regular Museum hours.

LEARNING LAB

REVOLUTION: THE FIRST 2000 YEARS OF COMPUTING

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.

DEC PDP-1 AND IBM 1401 DEMO LABS*

Learn how the DEC PDP-1 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.

MAKE SOFTWARE: CHANGE THE WORLD!

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, and introduces visitors to basic programming concepts and hands-on coding activities.

WHERE TO NEXT?

Self-driving cars for the public road have been a research project for over 80 years. Waymo, a spinoff from Google's self-driving car project, introduced Firefly in 2014—one of the first cars designed from scratch to be self-driving.

CONDUCTING CREATIVITY: ORCHESTRIONS BY MARK MOTHERSBAUGH*

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

* Inquire with our front desk about demonstration times.

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 to learn more about our educational offerings.

VISITOR GUIDELINES

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

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

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

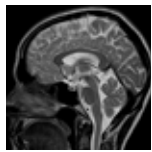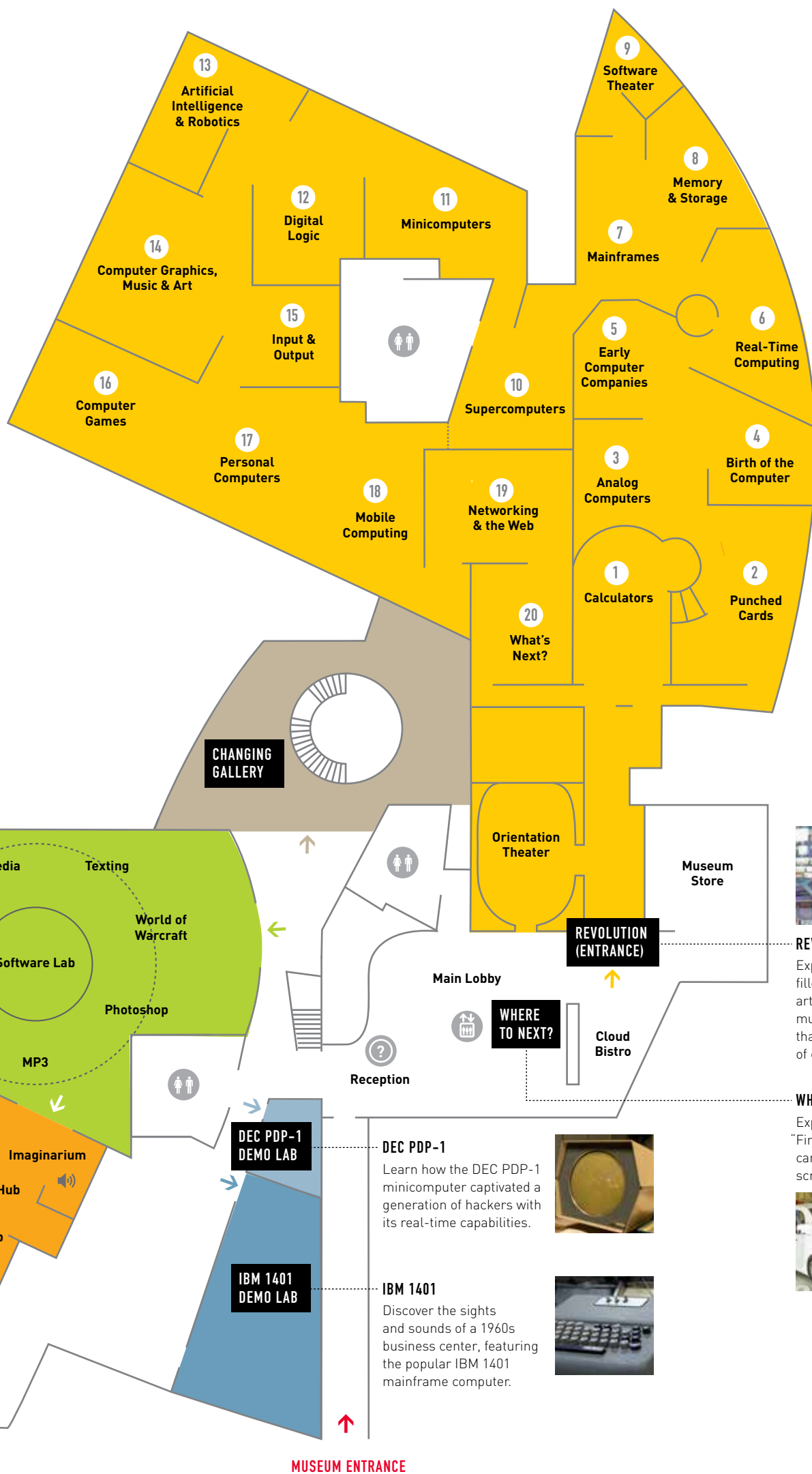No backpacks or luggage allowed in the exhibition areas.

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.

EXHIBITS
EXHIBITS

MUSEUM MAP

13 Artificial Intelligence & Robotics

12 Digital Logic

11 Minicomputers

9 Software Theater

8 Memory & Storage

7 Mainframes

14 Computer Graphics, Music & Art

15 Input & Output

5 Early Computer Companies

6 Real-Time Computing

16 Computer Games

10 Supercomputers

3 Analog Computers

4 Birth of the Computer

17 Personal Computers

18 Mobile Computing

19 Networking & the Web

1 Calculators

2 Punched Cards

20 What's Next?

CHANGING GALLERY

Wikipedia

Texting

Car Crash Simulation

World of Warcraft

Software Lab

Photoshop

MRI

MP3

MAKE SOFTWARE: CHANGE THE WORLD!

The Harlan E. Anderson Arena

Imaginarium

THE LEARNING LAB

The Hub

The Lab Inside the Lab

Orientation Theater

Museum Store

REVOLUTION (ENTRANCE)

Main Lobby

WHERE TO NEXT?

Cloud Bistro

Reception

DEC PDP-1 DEMO LAB

IBM 1401 DEMO LAB

MAKE SOFTWARE
Explore the stories behind seven game-changing applications: MP3, Photoshop, MRI, Car Crash Simulation, Wikipedia, Texting, and *World of Warcraft.*

LEARNING LAB
Find changing exhibits that spark imagination, hands-on activities that ignite curiosity, and educational resources that give everyone a new way to explore technology.

DEC PDP-1
Learn how the DEC PDP-1 minicomputer captivated a generation of hackers with its real-time capabilities.

IBM 1401
Discover the sights and sounds of a 1960s business center, featuring the popular IBM 1401 mainframe computer.

REVOLUTION
Experience 19 galleries filled with over a thousand artifacts and an array of multimedia experiences that chronicle the history of computing.

WHERE TO?
Explore the Waymo "Firefly"—one of the first cars designed from scratch to be self-driving.

MUSEUM ENTRANCE

Legend
- **Restrooms**
- **Elevator**

Exhibition Guidelines (Ground Floor):
- No Food or Drink
- No Flash Photography
- Do Not Touch the Artifacts
- No Backpacks or Luggage

MUSEUM INFO

MUSEUM HOURS
Wednesday–Sunday, 10 a.m.– 5 p.m.
Check CHM's website for special hours

MEMBERSHIP
Choose the membership level that's right for you
and enjoy benefits like free admission, café and store
discounts, and exclusive invitations to CHM events.
For more information, visit our Reception Desk or
computerhistory.org/join.

SUPPORT
Contributions to CHM support our work in preser-
vation, exploration, connection, and conversation. Help
us fulfill our mission to decode technology for everyone
by giving a gift today. For more information, visit
computerhistory.org/donate-now.

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 front patio.

CONTACT US
1401 N. Shoreline Blvd.
Mountain View, CA 94043
650.810.1010

CONNECT
@computerhistory

computerhistory.org/visit