Living Computers Museum Report

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| **Website:** | <http://www.livingcomputers.org/>  |
| **Hours:** | Mondays & Tuesdays : ClosedWednesdays - Sundays 10am - 5pm FIRST THURSDAYS 10am - 8pm (FREE 5pm - 8pm) |
| **Cost:** | Your admission has already been paid for you! Give the receptionist your admission ticket that we handed out in lecture. |
| **Travel:** | <https://goo.gl/maps/McUM1ZWMqVn> 15 min walk from SODO Link stationThe primary bus routes near Living Computers: Museum + Labs are 21, 594, 132, 106, 50, 102, 590, and 116. |

## Favorite Exhibit

* Take a photo of yourself (can be in a group of students) with your favorite exhibit.
* What was interesting about that particular exhibit and what about it appealed to you?

## Computer History

Pick a vintage computer on the upper floor and include a photo from the museum. Try using the computer while you are there! Feel free to ask a staff member to help you out.

Look up the hardware specs for both the vintage computer and your current phone (use your personal computer or a lab computer if you do not own a smartphone) and fill out the comparison chart below:

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| --- | --- | --- |
|  | **Vintage Computer** | **My Device** |
| Product Name |  |  |
| Year Released |  |  |
| Processor Speed |  |  |
| Maximum Graphics Resolution |  |  |
| Cost (when initially released) |  |  |
| Dimensions (roughly) |  |  |

* Does your vintage computer have a graphical user interface (GUI) or text-based interface?
* How would you get external data onto the vintage computer?
	+ What type of disks does it accept?
	+ Can it connect to the Internet? If so, how?
* What surprised you about using the vintage computer? What was most frustrating?
* If you had to use the vintage computer for a day instead of your device, what do you think you would miss the most and why?

## Modern Tech Exhibit Reflection

The following questions are based on the Modern Tech exhibits found on the first floor. **Choose ONE** of the questions below and respond to it and its follow-up question(s) in about two paragraphs (quality matters more than quantity):

* **Robotics:** The museum exhibits showcased different robots for different purposes (*e.g.* telepresence robots for accessibility). Of existing robots that you’ve heard of (*e.g.* drones, delivery bots, Roombas), which would be *most useful* to you on a daily basis and why?
	+ How much would you realistically be willing to pay for such a service?
* **Augmented Reality:** Virtual reality devices have been imagined since the 1950s and yet only now seems to be (maybe) commercially-viable. Based on your experience at the museum, what technological or cultural reasons do you think have prevented VR headsets from becoming more popular?
	+ Do you think Virtual Reality speed-dating will ever become popular? Why or why not?
* **Artificial Intelligence:** What objects and orientations did you try on the Deep Visualization Toolbox? Numerically, how accurate was it at identifying the objects?
	+ Would you be willing to let a robot using this computer vision to do your shopping for you? Why or why not?
* **Big Data:** Name one piece or type of data that you regularly generate on your cell phone. What conclusions (or graphs/charts) might someone be able to generate if they had access to that data from millions of people’s cell phones across the world?
	+ What obligation do you think companies *should* have regarding the release of statistics generated from their user bases?
* **Self-Driving Cars:** How did you feel about the lack of control during the self-driving car simulation? How might your feelings have changed if the car was instead driving you around UW campus or the Ave around 12:25 pm (in-between class periods)?
	+ What safety or performance guarantees would *you* need before using one regularly?
* **Digital Studio:** As seen in the exhibits, digital art allows the artist to incorporate user interaction. What are some of the benefits and drawbacks of digital art versus a more traditional, “fixed format” like paintings?
	+ Where/how would you draw the line between digital art and video games?