

# Living Computers Museum Report

---

**Website:** <http://www.livingcomputers.org/>

**Hours:** Mondays & Tuesdays : Closed  
Wednesdays - 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 station  
The 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:

|                                | 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?