# The Museum of Computer History as teaching support for computer organization subjects









A. Pont, X. Molero, A. Robles, M. Martínez

**Computer Engineering Department** 

**School of Informatics** 

Universitat Politècnica de València





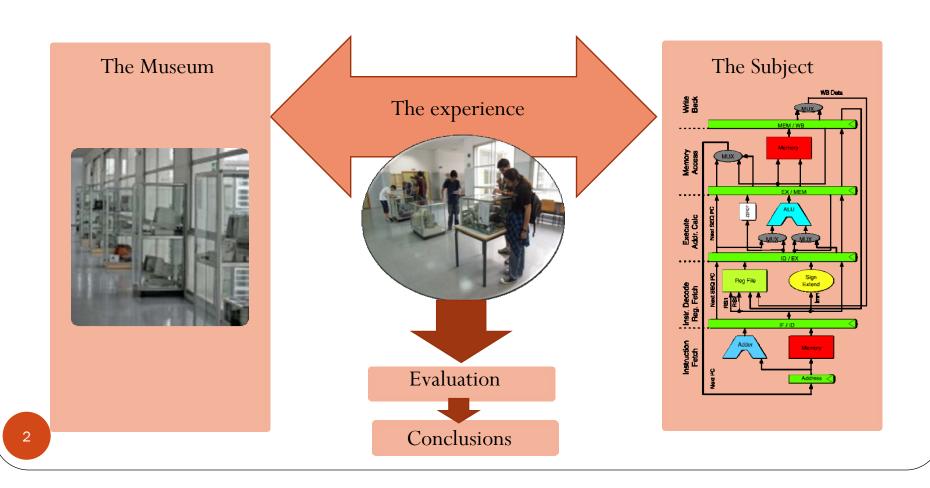




Escola Tècnica Superior d'Enginyeria

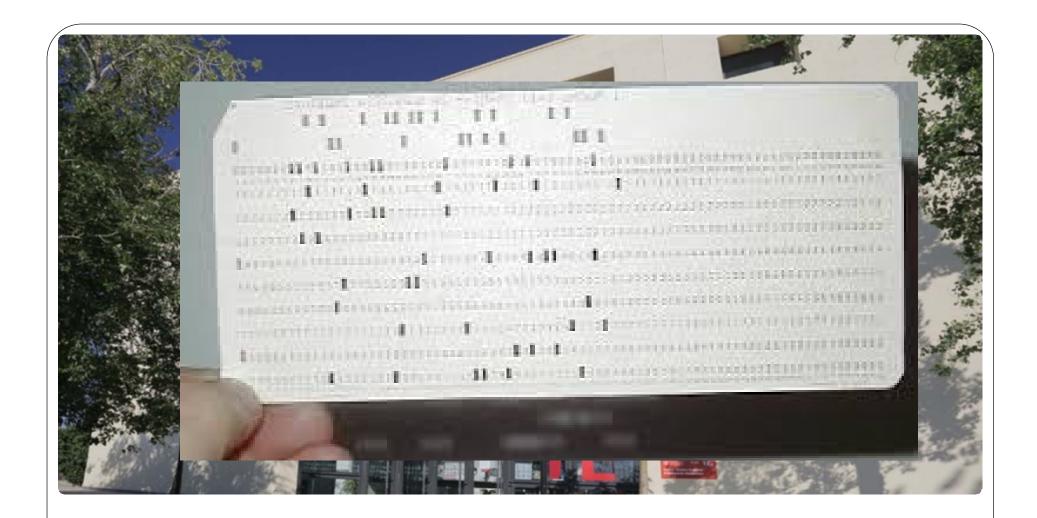
Informàtica

How the Museum of Computer History has become an additional activity of the Computer Organization subject with the main objective of increasing the student motivation and to spread the history of computers





The Museum of Computer History



The Museum of Computer History

# The Museum of Computer History

- Inaugurated in 2001
  - ➤ It becomes in an official Museum in 2013
- Located at the School of Informatics the Universitat Politècnica de València (Spain)
- It's a patrimonial diffusion project
  - ➤ aimed at young students and also at public in general
- Main objectives:
  - to spread the history of computers
  - > to encourage critical reflection about social and environmental computer related issues



# The Museum of Computer History

• It's arranged over three floors in one of the buildings

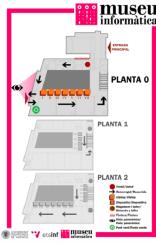
Permanent exhibition organized into a set of showcases and informative panels

• Web site: <u>museo.inf.upv.es</u>

(Spanish/Catalan official languages)









# The Museum of Computer History

- Within the museum a wide range of educational and cultural activities are organized:
  - ➤ Guided tours
  - ➤ Workshops (and also game workshops) with old computers
  - ➤ Retro programming courses (**Live Museum**)
  - **≻** Competitions
  - > Series of movies















#### Permanent exhibition

- Last three decades of the XX century
- Chronological exhibition criteria
- Donations
- Glass showcases: objects and placards
  - ➤ Put them into context (names, purpose)
  - ➤ Include software and complementary devices when possible
  - > Ecological issues
- Informative panels
  - ➤ History, programming, languages, ...
  - ➤ Women in computing, publicity





## Collection and curiosities

- Card puncher
- Ferrite core memories
- Minicomputers
- Microcomputers
- First portable computers
- Workstations
- Video games





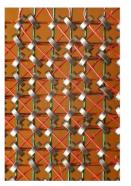














The Subject Computer Organization

# Computer Organization

Second year core subject for the Degree of Computer Engineering at the UPV

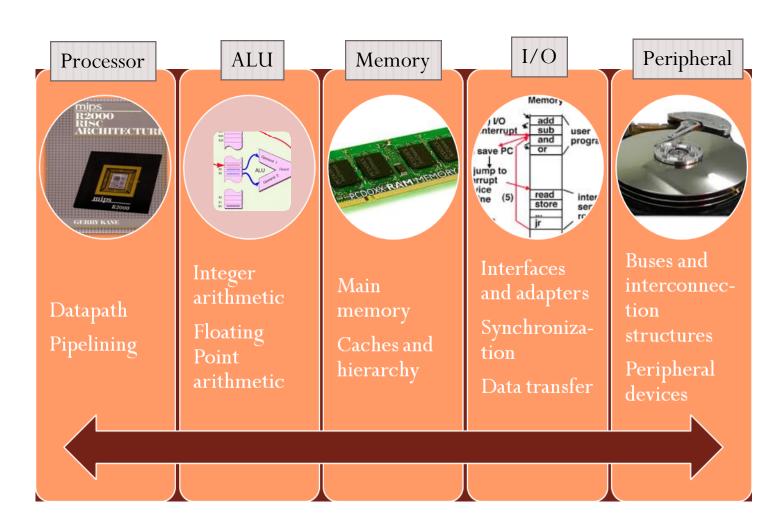
- Students aged 19-20
- 9 ECTS (6 in classroom, 3 in lab)
- Academic year 2013-14:
  - ➤ 425 Students, 7 teachers, 7 classroom groups
  - ➤ 6 groups morning time, one evening time
- Academic success rate 62% (2013-14)



#### **Objective**

To introduce the main concepts and components of computer structure and architecture both from quantitatively and qualitatively point of view

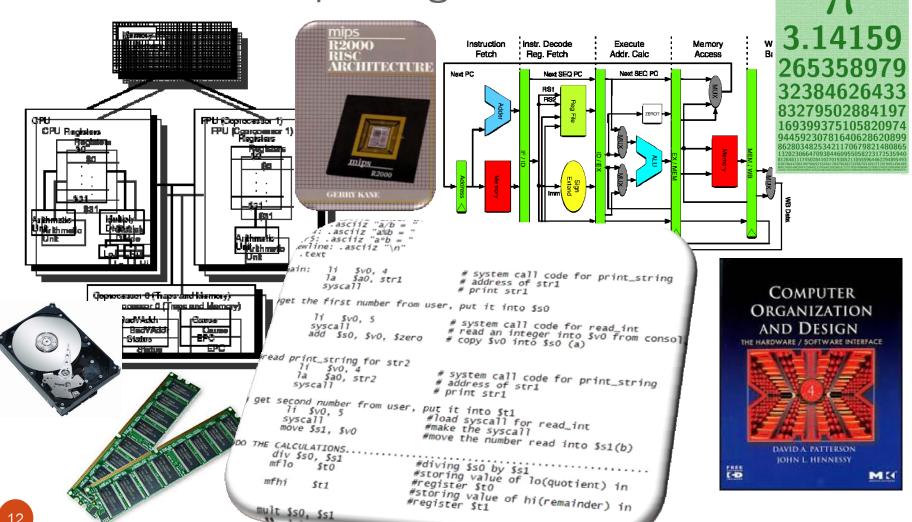
# Which are the main topics?



MIPS R2000 is taken as example.

This processor and its assembly language is

the base for explaining.





The Experience

# Why the experience?

#### Twofold objective

- ➤ To motivate our students and make easier to them the understanding of Computer Organization and Computer Architecture subjects.
- ➤ To increase the technological culture of our students through the knowledge of computer history and evolution.

#### Organization

- ➤ 6 professors and 269 students
- > 2 turns
- ➤ Beginning of the academic year
- ➤ 2 hours length
  - Introductory lecture
  - Movies
  - Tour



#### Lecture and films

- Lecture
  - Historical perspective of computers
  - > Sociological and environmental aspects involved
- Documentary: early stages of computers and programming
- '80s TV spots and commercials
  - ➤ Link with the permanent exhibition







# Self-guided visit

- How to?
  - ➤ Keep the interest in the visit
  - Complete the tour
- Questionnaires
  - ➤ Battery of 100 questions
    - Tipus A, B, C, D
    - 22 questions/questionnaire
  - ➤ Where to look for?
    - Movies
    - Lecture
    - Informative panels
    - Professors
    - Of course, Internet





#### Computer Organization

Visit to the Museum of Computer History

Group	
First Name	
Last Name	

#### Questions

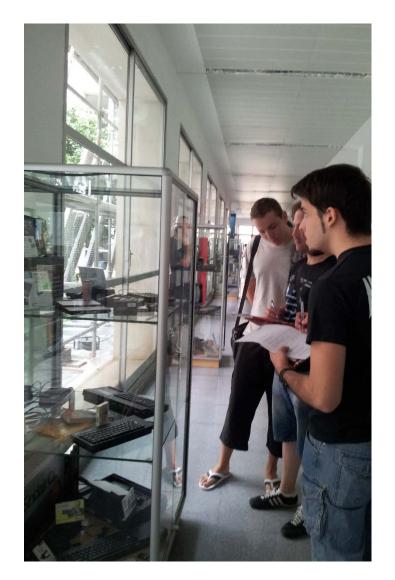
1	W
With what type of technology Charles Babbage designed his Analytic Machine?	
With what technology Konrad Zuse built his Z1 machine on 1938?	
Who synthesized in 1945 the basic components that any programmable computer should have?	
How many kg does the HP 3121D storage unit based on floppy disks weight?	
What is the name of the word processor that formed part of the software distributed with the Amstrad PCW-8256 computer?	
How many plates had the IBM 10SR device (DASD, direct access storage device)?	
What type of interface have in common the storage systems of the HP Apollo Series 700 and SGI Indigo2 IMPACTTM workstations?	
What means that the IBM PC had an open architecture?	
What was the first computer built using the stored- program concept?	













Visitor's book



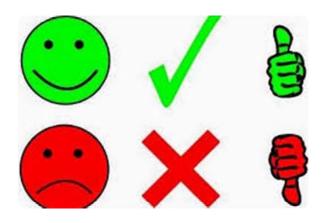
**Evaluation** 

## Evaluation

- Questionnaire correction
  - >95% answers correct
  - ➤ Poor handwriting, frugality, literal transcriptions

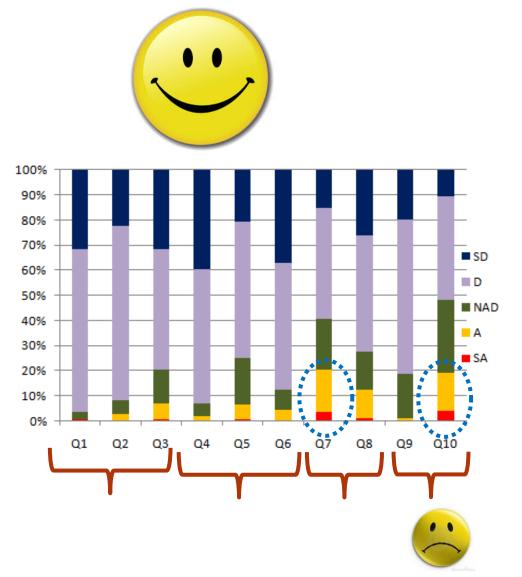


- ➤ Attendance validation
- ≥ 200 surveys processed (75%)
- ▶ 4 dimensions, 10 questions





Dime	Dimension 1: Activities before the visit		
Q1	The conference prior to the Museum visit has helped me to discover computer science issues that I ignored		
Q2	I found attractive and informative the documentary movie about the history of computers		
Q3	Videos helped me to contextualize the exhibits		
Dimension 2: Visit to the Museum			
Q4	I found interesting the contents of the Museum		
Q5	Some of the components, devices and computers exhibited by the Museum aroused my curiosity		
Q6	The visit has helped me to compare the current computers usages with respect to the past		
Dime	Dimension 3: Experience organization		
Q7	The way the visit has been organized and conducted seems to me appropriate		
Q8	The questionnaire filled out after the visit helped me to appreciate details that otherwise would have gone unnoticed to me		
Dime	Dimension 4: Overall evaluation		
Q9	I would recommend this experience to other students		
Q10	I consider that the Museum visit has motivated me to study the Computer Organization subject		



Visit in evening time!!

## Conclusions

- Computer History Museum is a valuable tool to motivate our students
- Complex organization for a high number of students
  - Many resources involved
- Very positive experience
  - Need to improve materials and scheduling
- A pro-active attitude is needed from students side









If you have any question, please don't hesitate to ask.