MAP
MAP

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.

SUPPORT

Contributions to CHM support our work in preservation, 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

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.
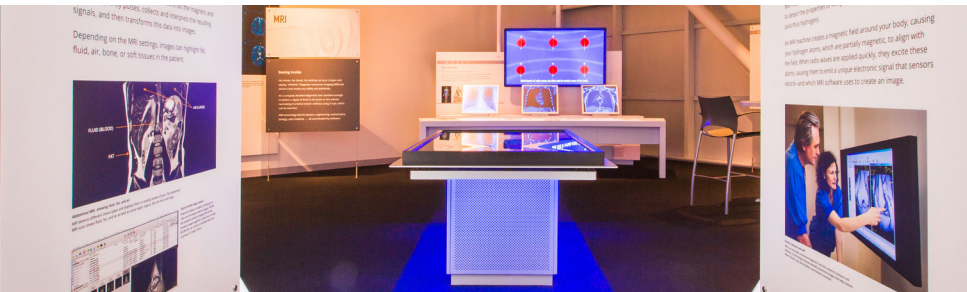

REVOLUTION: THE FIRST 2000 YEARS OF COMPUTING

Experience 20 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 mini-computer 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. (See front desk for Lab demonstration schedule.)

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.
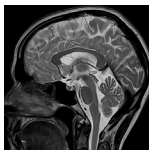
All exhibits are located in the Ground Floor.

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

10 Supercomputers

16 Computer Games

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

Orientation Theater

Museum Store

REVOLUTION

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

REVOLUTION (ENTRANCE)

Wikipedia

Texting

Car Crash Simulation

World of Warcraft

Software Lab

Photoshop

MRI

MP3

Main Lobby

Cloud Bistro

MAKE SOFTWARE

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

MAKE SOFTWARE: CHANGE THE WORLD!

The Harlan E. Anderson Arena

Imaginarium

THE LEARNING LAB

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.
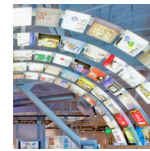

The Hub

The Lab Inside the Lab

Reception

DEC PDP-1 DEMO LAB

DEC PDP-1

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

IBM 1401 DEMO LAB

IBM 1401

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

MUSEUM ENTRANCE

👥 **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
Saturday & Sunday,
10 a.m.– 5 p.m.
Check Museum's website
for special hours
computerhistory.org/visit

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

VISITOR GUIDELINES
A safe and enjoyable experi-
ence is important to us. In
response to COVID-19, we've
added precautions to help
safeguard our staff and visi-
tors. We ask that everyone
coming to CHM observe the
following guidelines:

COVID-19 Guidelines
Following Santa Clara
County recommendations,
all visitors are required to
be fully vaccinated for CO-
VID-19 for a minimum of two
weeks from their last shot.
Visitors must provide proof
of full COVID-19 vaccination
and a valid photo ID is re-
quired for all visitors, without
exception.

Valid forms of proof of
vaccination include:

• An original, a copy, or
  a picture of your CDC
  vaccination card.

• Personal digital COVID-19
  vaccine record issued
  by the State of California
  or by an approved private
  company.

Masks are required for all
visitors even if vaccinated.

Visitors should maintain
physical distancing and keep
at least six feet from others
whenever possible.

Please wash hands and use
hand sanitizer regularly dur-
ing your visit.

Coat check is temporarily
closed. No backpacks or
luggage are allowed in the
exhibition areas.

Non-COVID-19 Guidelines
Children ages 12 and under
must be accompanied by
an adult.

Personal non-flash photog-
raphy is permitted through-
out the exhibition areas. Use
of flash, tripods, or other
equipment is prohibited.

Food and drink are not per-
mitted in the exhibition areas.

Historical artifacts are price-
less and easily damaged.
Please do not touch them.

Tickets are non-refundable.

The Museum is not responsi-
ble for lost or stolen articles.