

Collection Development Practices in a “Living” Museum Environment

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The goal of Living Computers: Museum + Labs (LCM+L) is to breathe life back into our machines so the public can experience what it was like to see them, hear them, and interact with them. Visitors to the museum are encouraged to use the actual equipment to run various operating systems, software applications, and games. LCM+L also provides online accounts to several of these timesharing computers, so people who are not in Seattle can also experience computing in the middle ages. This presentation will discuss collection development opportunities for working with obsolete technologies and making selections with an eye towards increasing the accessibility of items beyond the brick and mortar museum.