

The original Cray X-MP hosted at the Museum of Computer Machinery



The Museum of Computing Machinery hosts a large collection of machines; among them some historic Italian contributions to computer science. The Museum regularly features guided tours, teaching workshops and dedicated lessons on specific topics.



The HMR project focuses on computing history. Among its activities, it recovers and rebuilds old computing machines. The project results are used at the Museum.

Both the Museum and the HMR project aim to spread public understanding and engagement on science. They have to devise strategies to involve an audience which is interested in computing technologies but, usually, only in a shallow way.

Video games, gaming culture and gamification are effective "hooks" to build participation. Some of HMR's activities held at the Museum are shaped around games.



The "Macchina Ridotta" simulator

games, from engaging to understanding a perspective from a Museum of Computing Machinery

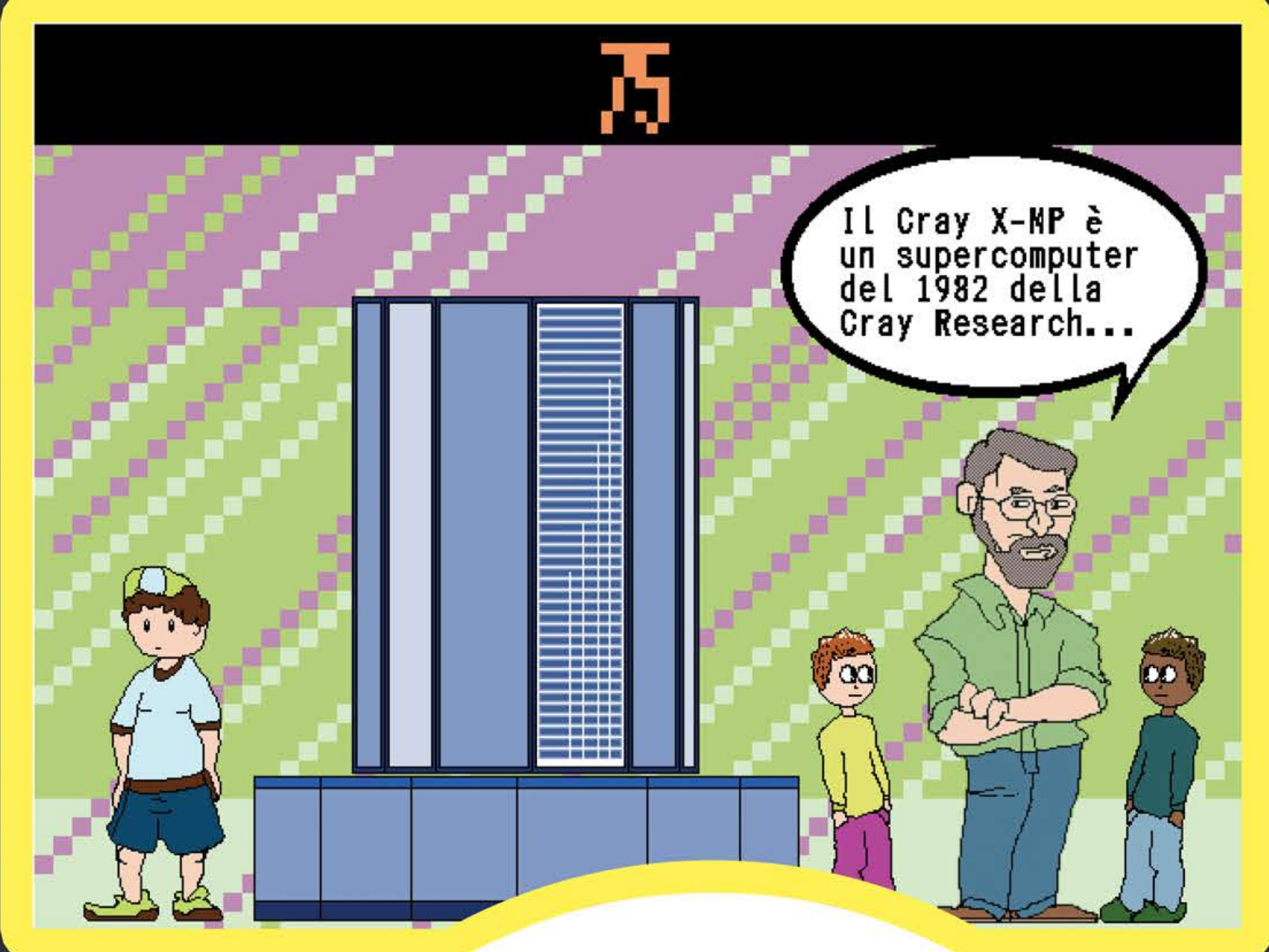
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The Night of Old Video Games is a series of retrogaming tournaments. It features brief introductory talks and has contestants play on vintage machines during the finals. This way, the chance to operate a piece of the Museum collection is perceived as a rare reward.



The "Night of Old Video Games 2014" flyer

by the participants of the Game Lab using Stencyl



"Boys don't Cray", a toy game developed

- Blob: il gioco dell'esistenza -

	Vita:	15	◆
	Fame:	10	◆
	Riproduzione:	12	◆
	Vita:	10	◆
	Fame:	13	◆
	Riproduzione:	15	◆
	Rigenerazione cibo:	12	◆

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"Blob", an ecosystem simulation

HMR also develops its own edugames for specific events at the Museum. During the 2015 Museum Night, visitors could play a simulation of a closed ecosystem to learn about the Lotka-Volterra prey-predator model.

Special challenges involve operating old non-gaming machines. To avoid risks for the rare relics and to allow challenges on lost machines, simulators are used or developed ad hoc, such as the Macchina Ridotta one.

Toy games are little videogames built using RAD tools. Toy games, as well as mods, may be faced as one-man-projects that is, simple, personal, and rewarding. The Game Lab held at the Museum saw the development of three toy games centered around the Museum and its collection. A modding lab is currently being considered, among future Museum activities.

