GAME OVERVIEW

Through exploration of the exhibit’s key artifacts and stories you will gain an understanding of the origins of technology that impacts our world. You will also explore immersive experiences and play through activities to learn hardware and software concepts, meet a startup team, debate ethics in tech, and see how technology is used in daily life.

STUDENT OBJECTIVES

• You will navigate the virtual museum to learn about the impact of computing technology and its relationship between the past, present, and future. You can explore the artifacts on display and interact with non-player characters (NPCs) and click links to “Learn more.”

• Through gameplay, you are introduced to a variety of NPCs in the exhibits. Five of these NPCs invite you to teleport yourself to immersive experiences to learn more about concepts relating to computer science, the technology industry, and the impact of computing.

• After completing the five experiences, you will engage in a build challenge that focuses on core concepts of collaboration, critical thinking, and creativity.
### IMMERSIVE EXPERIENCES

Five NPCs located throughout the exhibits teleport you to immersive experiences to explore different topics related to computing and technology.

<table>
<thead>
<tr>
<th>NPC Name</th>
<th>NPC Image</th>
<th>Location in Exhibit</th>
<th>Immersive Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHM Tour Guide</td>
<td><img src="image1" alt="CHM Tour Guide" /></td>
<td>Relay</td>
<td>The Hardware Garage</td>
</tr>
<tr>
<td>Margaret Hamilton</td>
<td><img src="image2" alt="Margaret Hamilton" /></td>
<td>Lunar Lander</td>
<td>The Software Lab</td>
</tr>
<tr>
<td>Entrepreneur</td>
<td><img src="image3" alt="Entrepreneur" /></td>
<td>Palm Pilot</td>
<td>The Startup Workspace</td>
</tr>
<tr>
<td>Ethics TA</td>
<td><img src="image4" alt="Ethics TA" /></td>
<td>Self-driving Car</td>
<td>The Ethics Forum</td>
</tr>
<tr>
<td>Tech User</td>
<td><img src="image5" alt="Tech User" /></td>
<td>Texting</td>
<td>The Impact House</td>
</tr>
</tbody>
</table>
In this experience, you will meet historic technology innovators and learn about some of the key hardware components of computers.
In this experience, you will meet historic technology innovators and learn about some of the key concepts of computer software.
In this experience, you will meet a team of five NPCs discussing “Project X.” In the team’s workspace, you engage with each NPC to learn about their roles and responsibilities in the startup company, the challenges they face in the engineering design process, and the tech innovator’s journey.
In this experience, you will meet a team of five NPCs discussing important issues and values that are important to consider when technology is designed, built, used, or reimagined.
In this experience, you will meet a family of six, including a grandmother, mother, father, and three kids. Each character shares something about the technology they are using in their daily life.

**BUILD CHALLENGE:**

You will apply knowledge and skills gained exploring the museum and learning experiences to complete a build challenge.

1. **Build:** Follow the build challenge prompt on the [CHM Build Challenge web page](#).
2. **Record:** You (or your team) should record a video up to two minutes in length about your finished build. If you are under 18, you will need a parent, guardian, or teacher to submit the recording. Video submissions should show the finished build with your narration to explain: what you built, why you built it, and how you integrated concepts from the immersive experiences and museum content.
3. **Submit:** If you are under 18, help your parent, teacher or guardian complete the online form on the [CHM Build Challenge web page](#) to submit your recording. If you are over 18, you can complete the form yourself. Selected submissions may be shared on the CHM website.

Check back over time for new build challenges.