

STUDENT RESOURCE GUIDE

THE GREAT TECH STORY

CHM



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.

NPC Name	NPC Image	Location in Exhibit	Immersive Experience
CHM Tour Guide		Relay	The Hardware Garage
Margaret Hamilton		Lunar Lander	The Software Lab
Entrepreneur		Palm Pilot	The Startup Workspace
Ethics TA		Self-driving Car	The Ethics Forum
Tech User		Texting	The Impact House

THE HARDWARE GARAGE



In this experience, you will meet historic technology innovators and learn about some of the key hardware components of computers.



THE SOFTWARE LAB



In this experience, you will meet historic technology innovators and learn about some of the key concepts of computer software.



THE STARTUP WORKSPACE



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.



THE ETHICS FORUM



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.



THE IMPACT HOUSE



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.

