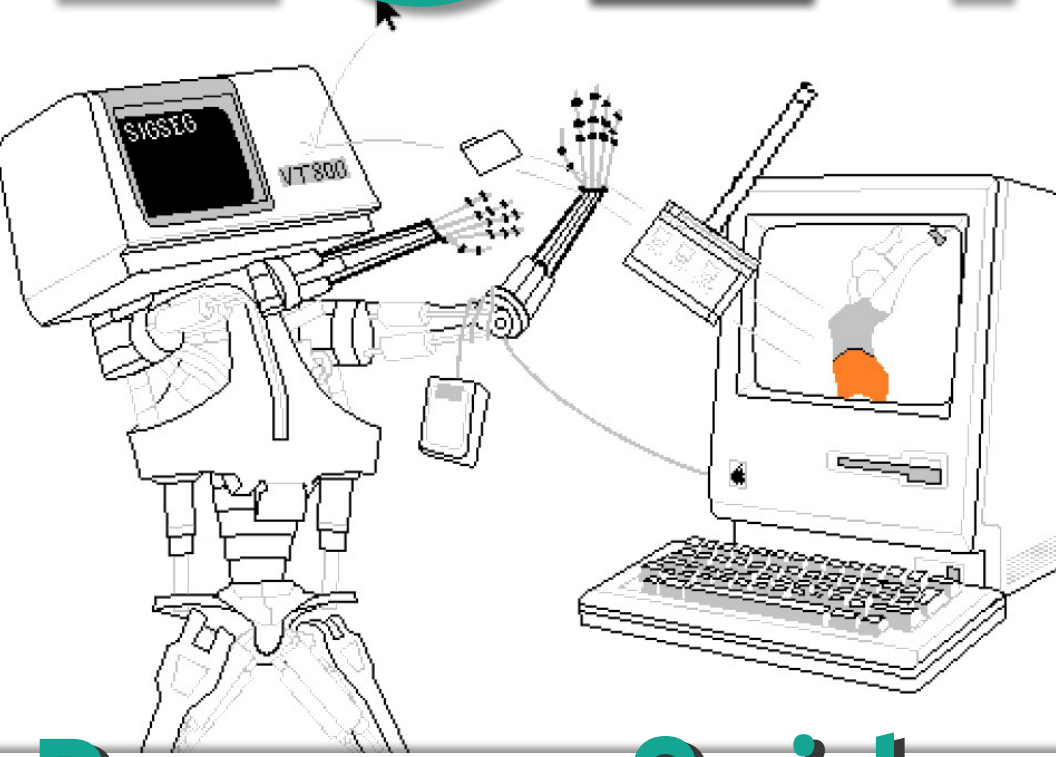
2024 Vintage Computer Festival East



Program Guide

Schedule

Technical Talks – Classes – Consignment – Glitch Works – Atari Classes

Attend our VCF University classes on Friday; see exhibits and talks on Saturday and Sunday, plus demonstrations of our working Univac 1219; and all weekend, spend time in our makerspace, shop in our consignment area, and attend Atari-themed classes.

Read more about each event on page 6.

Friday April 12

	Talks Location #5	**Atari Classes** Location #3
7:30 am	DOORS OPEN	
8:00 am - 8:50 am	Game Development Back In The Day *– Thomas Cherryhomes*	Class signup
9:00 am - 9:50 am	Bridging Past and Future: Enhancing Retro Computing with Modern Applications *– Mark Fisher*	Intro to Atari, Fujinet, and virtual device interfaces *– Dean Notarnicola*
10:00 am - 10:50 am	Cycle-Accurate 8088 Emulation *– Daniel Balsom*	Advanced Atari BASIC (Friday only) *– Dean Notarnicola*
11:00 am - 11:50 pm	How to approach restoration of 1950-1970 IBM computers *– Carl Claunch*	Free Play - FujiNet high score! *– Dean Notarnicola*
12:00 pm - 12:50 pm	LUNCH BREAK	Beginner Assembler *– Mark Fisher*
1:00 pm - 1:50 pm	Teaching Ghidra to disassemble your CPU *– Maki Kato*	Action! *– Bill Lange*
2:00 pm - 2:50 pm	Macintosh Collecting and Repair Tips *– Steven Matarazzo & Ron McAdams*	FujiNet Deep Dive *– Thom Cherryhomes*
3:00 pm - 3:50 pm	Commodore History: Dave McMurtrie interviews Andy Finkel	
4:00 pm - 6:00 pm	Friday Roundtable: Retro Streaming and Content Creation 101 *– Sean Malseed (moderator), Amiga Bill, AshSaidHi, Lady Ailuros, Ron's Computer Videos*	
6:00 pm	DOORS CLOSE TO THE PUBLIC	

Saturday April 13

	Talks Location #5		**Atari Classes** Location #3
7:30 am	DOORS OPEN		
8:00 am	EXHIBITS OPEN / STAMP HUNT OPEN		Class signup
9:00 am - 5:00 pm	ALL DAY ACTIVITIES: See page 5		Learn to Solder! with Neil Cherry ALL DAY - Location #3, Right Door
9:00 am - 9:50 am	Palm's webOS - the mobile platform that almost was – *Jon Wise*		Intro to Atari + Beginner Atari BASIC – *Dean Notarnicola*
10:00 am - 10:50 am	The U.S. Army's role in harnessing the transistor – *Fred Carl*		Intermediate Atari BASIC – *Dean Notarnicola*
11:00 am - 11:50 pm	Vacuum Tube PDP-8 – *Mike Reiker*		Intro to Atari, Fujinet, and virtual device interfaces (Repeat of Friday) – *Thom Cherryholmes*
12:00 pm - 12:50 pm	LUNCH BREAK		Action! (Repeat of Friday) – *Bill Lange*
1:00 pm - 1:50 pm	Commodore History: Dave McMurtrie interviews Al Charpentier	Univac 1219 Demo - Location #8	Beginner Assembler (Repeat of Friday) – *Mark Fisher*
2:00 pm - 2:50 pm	HomeComputerMuseum: The interactive computer museum as a business – *Bart van den Akker*		FujiNet Deep Dive (Repeat of Friday) – *Thom Cherryhomes*
3:00 pm - 4:00 pm	Saturday Roundtable – *Dr. Rebecca Mercuri, Joyce Weisbecker, Burger Becky*		
4:00 pm - 5:00 pm		4:00 pm - STAMP HUNT CLOSES	
5:00 pm	EXHIBITS CLOSE STAMP HUNT WINNER DRAWING The winning card will be drawn. You must be present in location #5		
6:00 pm	DOORS CLOSE		

Schedule

Technical Talks – Classes – Consignment – Glitch Works – Atari Classes

Sunday April 14

	Talks Location #5		**Atari Classes** Location #3
7:30 am	DOORS OPEN		
8:00 am - 8:50 am	**FujiNet State Of The Union** – *Thomas Cherryhomes*		**Class signup**
9:00 am	EXHIBITS OPEN		
9:00 am - 5:00 pm	ALL DAY ACTIVITIES: See page 5		
9:00 am - 9:50 am	**VAX to DOS to WIN to WEB - an engineers GUI journey** – *Byron Stout*	Usagi Electric Hawk Drive Madness - Location #2D	**Intro to Atari + Beginner Atari BASIC (Repeat of Saturday)** – *Dean Notarnicola*
10:00 am - 10:50 am	**Something about the Mac** – *Ron Nicholson*		**Intermediate Atari BASIC (Repeat of Saturday)** – *Dean Notarnicola*
11:00 am - 11:50 pm	**Ghosts of NABU Present** – *Leo Binkowski*		**Intro to Atari, Fujinet, and virtual device interfaces (Repeat of Saturday)** – *Thom Cherryholmes*
12:00 pm - 12:50 pm	**Reimagining the NABU: How I Brought a Vintage Computer into the Internet Age** – *DJ Sures*		**Free Play - FujiNet high score!** – *Dean Notarnicola*
1:00 pm - 1:50 pm	**MicroCore Labs emulators - how they work, how to build one** – *Crawford Griffith*	Univac 1219 Demo - Location #8	**Beginner Assembler (Repeat of Friday)** – *Mark Fisher*
2:00 pm	EXHIBITS CLOSE		
2:00 pm - 2:50 pm	**Sunday Roundtable: The Apollo Guidance Computer** – *Frank O'Brien (moderator), Curious Marc (Marc Verdiell), Carl Claunch, Ken Shirriff*		**FujiNet pickup - Lab / Q&A** – *Andy and Dean*
3:00 pm - 3:30 pm			
5:00 pm	EVENT CLOSES		

All Day Activities

VCF Museum (Location #8)
Friday: 8:00 am - 6:00 pm
Saturday: 10:00 am to 6:00 pm
Sunday: 10:00 am to 6:00 pm

Glitch Works Kits (Location #3, Right Door)
9:00 am - 5:00 pm
Glitch Works kit workshop will feature:
- A new revision of the 8085 SBC, CP/M integrated on board. Can use USB for both console serial port and power.
- DL-2416 bubble magnified ASCII segment display board for Glitchbus
- HDSP-2000 dot matrix display board for R6501Q SBC
- XT-IDEs
- All display boards can be purchased with the displays too

Atari Computer Classes (Location #3, Left Door)
Come visit our Atari Classroom. Learn the essentials of programming in BASIC and 6502 Assembly language on real Atari computer hardware. Every vintage computer hobbyist shouldn't miss experiencing the appeal of programming with these original computers. Familiarize yourself with this historical computer with a hands-on coding experience. Learn the user-friendly BASIC language, or get deep into the hardware using low-level Assembly Language. Daily schedules include periods of open computer time, during which you can explore programming, games, and applications that we have available. See pages 2-4 for more details.
Class size is limited. Please come to the classroom at 8:00 am each day to sign up for a spot in that day's classroom schedule.

CONSIGNMENT is in the Firehouse (Location #4)
Saturday, 9:00 am - 5:00 pm; Sunday, 9:00 am - 4:00 pm
The consignment area allows people to buy and sell vintage computer related items during our VCF shows. Saturday lunch break: 1:00 pm - 2:00 pm

Valente's
ITALIAN DELI
2100 Belmar Blvd.
Wall, NJ 07719
(732) 681-1896
Monday-Friday 8am to 6:00 pm
Saturday 8am to 6:00 pm
Sunday 8am to 4pm

Speakers

Friday April 12 – VCF University

Game Development Back In The Day
– Thomas Cherryhomes
This talk shows how an S-100 based system is used along with a cross-assembler, a text editor, and an Intel HEX loader to produce software that can be uploaded to the target system via a simulated cartridge emulator.

Bridging Past and Future: Enhancing Retro Computing with Modern Applications *– Mark Fisher*
A journey through the process of reviving vintage computing with modern tooling.

Cycle-Accurate 8088 Emulation *– Daniel Balsom*
Building and verifying a cycle-accurate emulator for the IBM PC/XT.

How to approach restoration of 1950-1970 IBM computers *– Carl Claunch*
This talk describes the variety of techniques that must be mastered to successfully restore IBM systems to full operation.

Teaching Ghidra to disassemble your CPU *– Maki Kato*
In this talk we will spend 15 minutes intro and demo of Ghidra's features followed by details about how to create a plugin to disassemble a new otherwise unsupported instruction set.

Macintosh Collecting and Repair Tips
– Steven Matarazzo & Ron McAdams
An intro to vintage Macs! Covering common repairs, modern upgrades, and collecting tips.

Commodore History: Dave McMurtrie interviews Andy *– Andy Finkel interviewed by Dave McMurtrie*

Friday Roundtable: Retro Streaming and Content Creation 101 *– Sean Malseed (moderator), Amiga Bill, AshSaidHi, Lady Ailuros, Ron's Computer Videos*
Sean Malseed moderates a panel with AshSaidHi, AmigaBill, Lady Ailuros and Ron's Computer Videos as they provide valuable insights and tips on getting started with broadcasting retro games!

Saturday April 13

Palm's webOS - the mobile platform that almost was *– Jon Wise*
Palm's webOS was their attempt to reinvent the once-great PalmOS for a more connected era, and briefly gave Apple and Google a run for their money as a more open alternative to their mobile duopoly.

The U.S. Army's role in harnessing the transistor
– Fred Carl
The once classified history of the Army efforts and funding required to make the invention of the transistor into a usable component for military needs.

Vacuum Tube PDP-8 *– Mike Reiker*
Design and construction of vacuum tube computer that runs PDP-8 software

Commodore History: Dave McMurtrie interviews Al
– Al Chapentier interviewed by Dave McMurtrie

HomeComputerMuseum: The interactive computer museum as a business *– Bart van den Akker*
The talk is about the creation of the HomeComputerMuseum in the Netherlands. Why we started, how we started and what we became, being one of the largest museums in the world and running entirely independent.

Saturday Roundtable *– Dr. Rebecca Mercuri, Joyce Weisbecker, Burger Becky*
Join us for a compelling roundtable discussion on Interactive Audio, Video Games and Controllers for Microcomputers during the 1970's, 80's and 90's, featuring a panel of distinguished speakers.

Stamp Hunt
Win a computer! Find four Stamp Stations located somewhere around the 2024 Festival. See page 14 for details.

Sunday April 14

FujiNet State Of The Union – *Thomas CherryHomes*
Thom talks about the challenges of bringing up new platforms such as the Apple 2, and TRS-80 Color Computer.

VAX to DOS to WIN to WEB - an engineers GUI journey – *Byron Stout*
Take a walk through a progression of User Interface standards and advancements from a Software Engineers perspective from 1986 until the early 2000's

Something about the Mac – *Ron Nicholson*
Ron Nicholson was one of the engineers working on the original Macintosh 128k. He created the disc controller ASIC and the CMOS clock chip. He will tell his story and part in the creation of this machine.

Ghosts of NABU Present – *Leo Binkowski*
Leo on NABU now: new software, original games, 1985 updates.

Reimagining the NABU: How I Brought a Vintage Computer into the Internet Age – *DJ Sures*
DJ Sures on NABU's past: resurrecting, enhancing its tech with internet OS, chat apps, games.

MicroCore Labs emulators - how they work, how to build one – *Crawford Griffith*
Ted Fried has designed boards to emulate vintage CPUs. Learn how they work and how to build one.

Sunday Roundtable: The Apollo guidance Computer – *Frank O'Brien (moderator), Curious Marc, Carl Claunch, Ken Shirriff*
Frank O'Brien who literally wrote the book on the Apollo Guidance computer moderates a roundtable with Marc "Curious Marc" Verdiell, Carl Claunch and Ken Shirriff.

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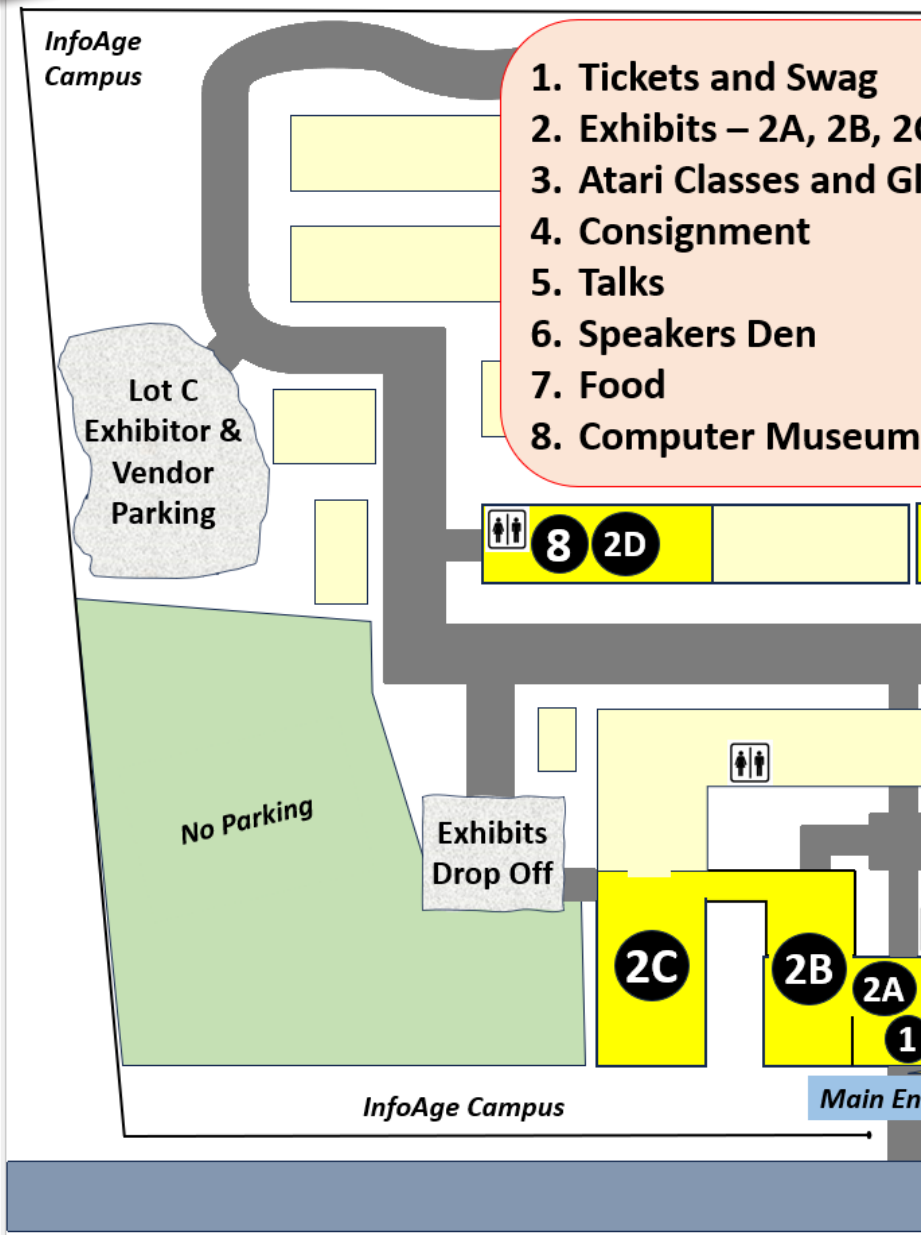
Campus Map


InfoAge Campus
1. Tickets and Swag
2. Exhibits – 2A, 2B, 2
3. Atari Classes and Gl
4. Consignment
5. Talks
6. Speakers Den
7. Food
8. Computer Museum
Lot C Exhibitor & Vendor Parking
8
2D
No Parking
Exhibits Drop Off
2C
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InfoAge Campus
Main En

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Gate
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Visitor
Parking
Entry only for
Ticket Holders.
Get Tickets at the
Main Entrance
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Event attendees
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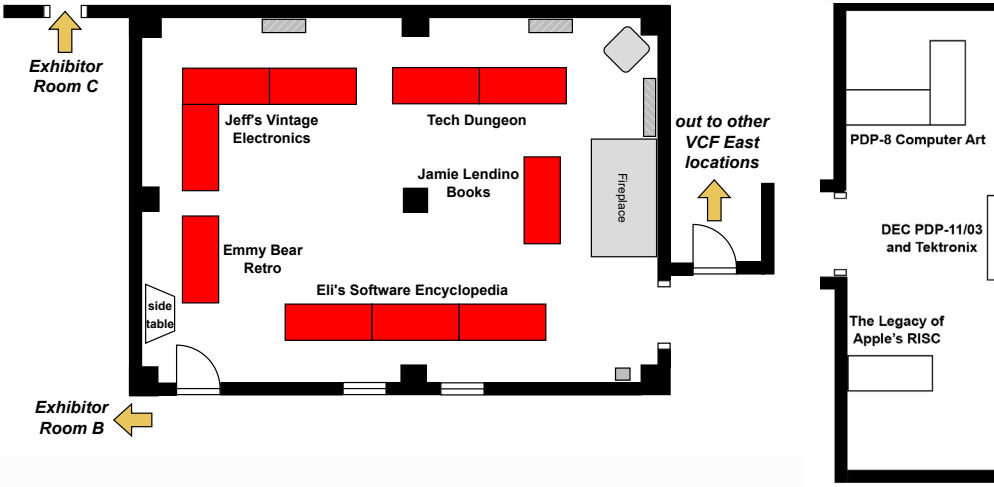
PARKING
Lot A
Visitor Parking
Marconi Road

Exhibits Map

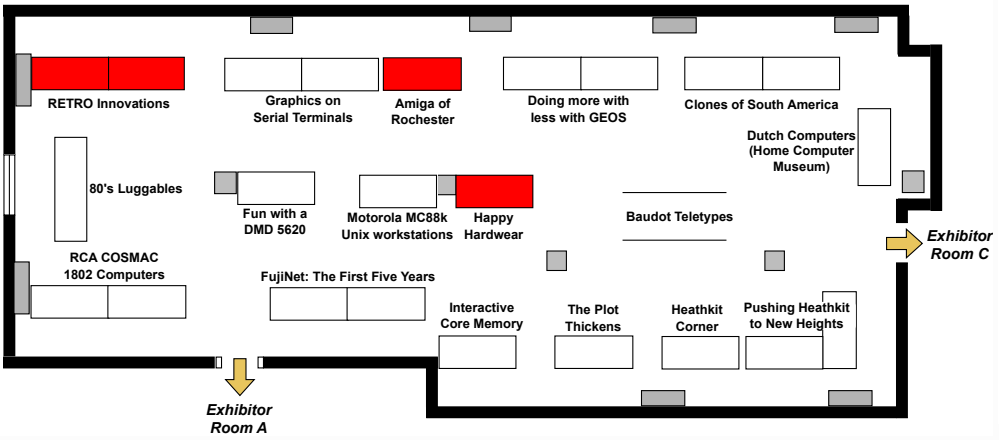
Exhibitor Room A

InfoAge 9001 - Lounge



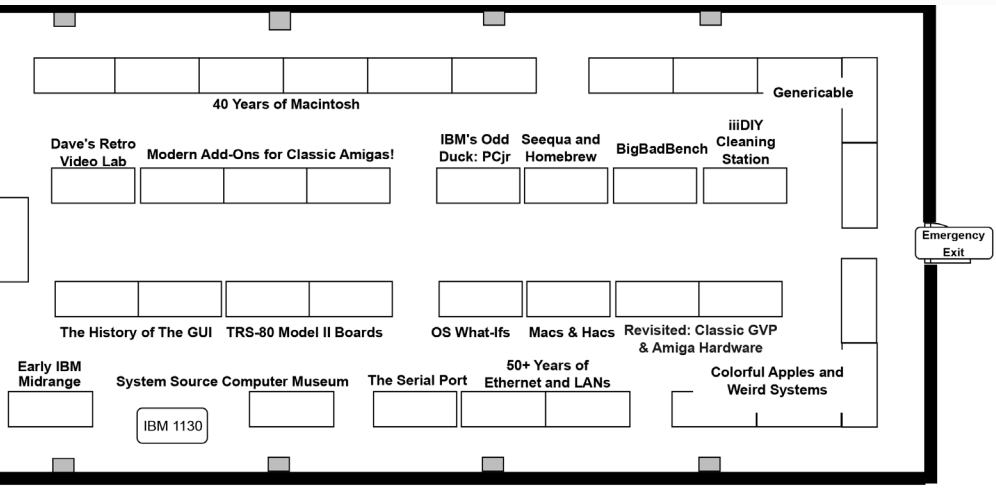
Exhibitor Room B

InfoAge 9001 - Dining room



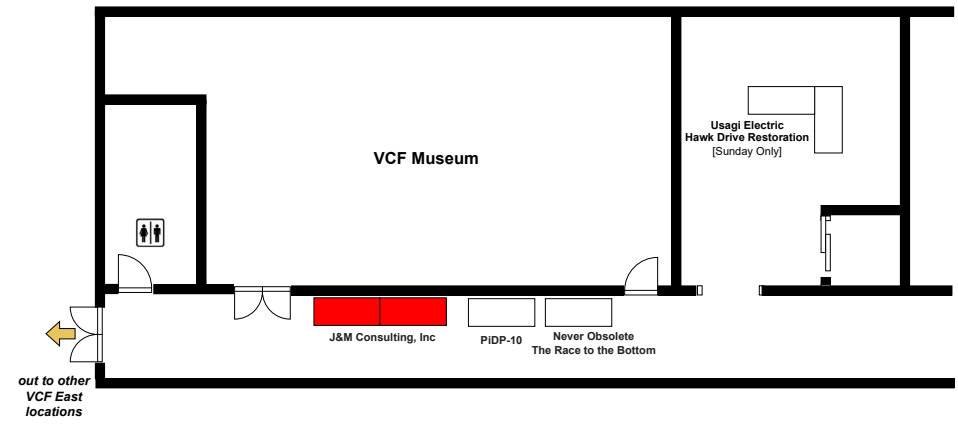
Exhibitor Room C

InfoAge 9032



Exhibitor Room D

InfoAge 9010



Exhibitors

VCF exhibitors put amazing effort into displaying their favorite historic computing systems. Be sure to visit them all, ask questions, play, learn, Tweet, and take lots of pictures! Perhaps you'll be inspired to exhibit your own pride-and-joy at VCF East 2025 next year.

Room A

Vendors:

Eli's Software Encyclopedia – elisoftware.org
Old computer software - C64, Atari ST, Amiga, MS-DOS

Emmy Bear Retro – retro.emmybear.shop
Greaseweazle, 3d printed parts, ZuluSCSI, etc

Jamie Lendino – www.jamielendino.com
Books: Space Battle, Breakout, Starflight, Attract Mode, Faster than Light, Adventure

Jeff's Vintage Electronics
Vintage computer parts & accessories. S-100 boards, Apple][boards, cables, etc

Tech Dungeon – techdungeon.xyz
Retro Systems, Custom Retro Hardware, 3D Printed Retro Designs

Room B

Exhibitors:

80's Luggables – *Nicolas Mailloux, Nicolas Rousse*
Interactive booth featuring games you can play on Compaq Portable, Osborne Executive, Macintosh, Altair 8800 with paper tape input !

Baudot Teletypes (from the Baudot Basement) – *John Lucas*
A selection teletypes from the 1930's through 1960's all available for a hands-on experience.

Clones of South America – *Ricardo Setti, Jorge Abreu*
Clones from Brazil and Argentina from the 80s. A Drean Commodore, several Apple II clones as well as a whole line of Timex clones.

Dave's Retro Video Lab – *David Distinti, Gregg Allen*
Dave's Retro Video Lab examines old consumer video gear from yesteryear.

Doing more with less with GEOS – *Jonathan Sturges, Alex Jacocks*
GEOS/GeoWorks on C64, C128, Apple II and IBM XT clone.

Dutch computers – *Bart van den Akker, Johan Grip*
The Dutch computers you've never seen.

FujiNet: The First Five Years – *Jeff Piepmeier, Thom Cherryhomes, Andy Diller, Jamie Idolpx, Ben Krein, Mark Fisher*
Five Years of FujiNet! This is the year of new "bring-ups," exciting advances, and more features. Atari! aNode Desktop! Moar High Score Enabled games! Original multiplayer games! More vendors! More platforms! Apple II! Commodore! Mac 68k! TRS80 CoCo!

Fun with a DMD 5620 – *Tommy Johnson*
Come play Gebaca, or Maxwell's demon on an AT&T DMD-5620 GUI terminal running layers from 1984.

Graphics on Serial Terminals – *Ethan Dicks*
An assortment of waveform and raster monochrome and color graphical terminals from DEC and Tektronix

Heathkit Corner – *Alex Bodnar*
The Heathkit H89 and H11.

More Motorola MC88k processor Unix workstations – *Maki Kato*
I'll have a Tektronix XD88 model 10 - Unix workstation, and another working 88k Unix workstation.

Pushing Heathkit to New Heights – *Glenn Roberts, Joe Travis*
The venerable Heathkit H8 and H89 computers are alive and well! See the Tang Nano FPGA board driving F18A/HDMI graphics, RomWBW CP/M and Z-System on the H8, USB/Flash drive transfer, the UCSD P-System, 3-D printed replacement parts, and more...

RCA COSMAC 1802 Computers – *Josh Bensadon, Walter Miraglia*
RCA COSMAC 1802. The 1802 Microprocessor by Joseph Weisbecker. Several RCA and 3rd party computers that use this unique chip.

The Plot Thickens: Pen Plotter History and Artistry – *Paul Rickards, Erin Sicuranza*
Learn about the history of the pen plotter, its use in the development of early computer graphics, and recent rediscovery and use today in fine art.

Vendors:

Amiga of Rochester – amigaofrochester.com
Onsite repair and restoration (recapping)

Happy Hardwear – happyhardwear.etsy.com
Circuit board jewelry

RETRO Innovations – www.go4retro.com
Home Computer Peripherals and Upgrades, Commodore, TI, Tandy, and more

Room C

Exhibitors:

40 Years of Macintosh – *Ryan Burke*
Starting with the Lisa and Macintosh, this exhibit will have every Compact Mac, plus some unique oddities from Apple's line.

50+ Years of Ethernet and LANs
– *Stephen Mayo, Art Spencer*
It been over 50 years since Ethernet was conceived. Visual showcase of ethernet from 1mbit to 400gbit. Go hands on with a LAN traffic generator and sniffer. Multi-site 3Com network as would be delivered in mid-late 90s.

BigBadBench - repairs and restorations
– *John Castorino*
I'll have several computers on display using different GUIs that I have repaired/restored on my YouTube channel. I'll also be doing some live repairs.

Colorful Apples and Weird Systems
– *Steven Matarazzo, Mike Stanhope, Sean Malseed*
Come see a variety of graphics-capable systems with unique video capture, color dot matrix printers, and high-resolution displays!

DEC PDP-11/03 and Tektronix Color Graphics
– *Douglas Taylor*
The (DEC) PDP-11/03 computer was very popular in the 1980's. Coupled with a Tektronix color graphics terminal it could display your data in a colorful manner. The downside of this was that you had to write your own code to drive the display.

Early IBM Midrange from The System Source Computer Museum – *Ryan Schiff*
Sixty Years of IBM Midrange Computing.

Genericable – *Brian L., Jesse C., Mike B., Ethan B., Kelby B., Nikki C., Ari W., Kyle S., Mike M.*
We demonstrate the local forecast computers from The Weather Channel, Prevue Guide, Emergency Alert System, Channel Scrambling, Character Generators, DOCSIS Modems, and the Hybrid Fiber-Coax equipment that delivers RF over light, miles to your house!

IBM's Odd Duck: The Life and Times of the PCjr – *Dan Fitzgerald*
A major corporate embarrassment for IBM, the PCjr was withdrawn after only 12 months. But this weird system left an impact that would be felt for a generation, giving us King's Quest and the first wireless keyboard. Come experience it for yourself!

iiiDIY Cleaning Station
– *https://www.youtube.com/@iiidiy*
Bring your retro device by this booth for a "self service cleaning station"! Plenty of swabs, IPA, Windex, and paper towels to be had! I will be showcasing some 90's Apple Hardware that these supplies cleaned up (including a TAM for Apple's 40th).

Interactive Core Memory - Core16 and Core64
– *Andy Geppart*
Be sure to visit this hands-on exhibit with the latest DIY Core Memory kit, Core16! Core Memory was used in the Apollo and Gemini Space programs. This kit gives you the opportunity to weave your own Core Memory, learn, and experiment.

Macs & Hacs – *Collin Mistr, Chad Baxter*
A unique collection of handheld Hackintoshes, vintage Macs, and official Mac clones.

Modern Add-Ons for Classic Amigas!
– *Dave Test, Amiga Bill*
The hobbyist hardware scene continues to make amazing add-ons for our beloved classic Amigas. Come see the latest hardware and accessories the Amiga community has to offer!

OS What-Ifs: Two 90s Operating Systems That Never Made It – *Katherine Ahlskog*
Two unreleased operating systems, Mac OS Copland and Windows Neptune, running on (mostly) period accurate hardware.

PDP-8 Computer Art – *David Gesswein*
PDP-8 with plotter art and ASCII art.

Revisited: Classic GVP & Amiga Hardware
– *Robert Miranda*
Revisited: Classic GVP & Amiga Hardware - Come see lots of Amiga hardware expansions from our collection. The focus will be on products from Great Valley Products, C=, and others. We supported much of this gear while working for GVP Tech Support.

(Continued...)

Exhibitors, continued...

The Seequa and the Homebrew, Two Z80 Computers – *Edgardo Saez*
Showcasing a IBM-PC Clone luggage and a Z80 homebrew.

The Serial Port – *Ben Grubbs*
The early web: serving and publishing webpages in the 1990s.

Think Different: The Legacy of Apple's RISC Revolution – *Charlie Bauer, Adam Bauer*
Dive into the history of personal computing with these Apple machines! From floppy disks to FireWire 800, experience the Macs that fueled creativity, revolutions, and countless hours of Oregon Trail and Civilization.

TRS-80 Model II Boards Collection – *Peter Cetinski*
A display of almost every known Model II/16 board produced by Tandy Radio Shack and other third parties.

Dawn of the GUI – *Ian Litchfield, Thomas Gilinsky, CJ Reha, Douglas Crawford*
Experience the dawn of the Graphical User Interface, from mechanical typesetting to GUIs predating the near-universal acceptance of Windows, MacOS, and X11. Were they more limited? Were they less refined? Or were they ahead of their time?

Vendors:

System Source Computer Museum
– museum.syssrc.com
Various computers, everything from Commodore to Apple, plus many beige 9x boxes.

Room D

Exhibitors:

Never Obsolete - The race to the bottom.
– *Tyler Schrimf, Blaise Lombardo*
A brief look into the computer that started the value priced desktop craze - the late 90s Emachines Etowers.

PiDP-10: replica of DEC's PDP-10 and the MIT AI Lab – *Oscar Vermeulen, Otto Oosterwijk*
PDP-10: DEC's 1968 mainframe that became a hacker playground at the MIT AI Lab.
Over the past decade, enthusiasts did a full reconstruction of the Lab's hard- and software as it stood in the 1970s. The PiDP-10 gives a physical shape to this project.

Usagi Electric: Hawk Drive Madness
– *Usagi Electric*
Ever wish you could see Dave Lovett in person working his magic? You can at Location #2D as he interactively tears down VCF's Triad Computer System's CDC Hawk hard disk system in preparation for restoration. Will he get it to SPIN UP? We'll see!

Vendors:

J&M CONSULTING, INC –americanretro.shop
Retro Chip Tester Pro, The MechBoard64, The MechBoardZX, Commodore & ZX Spectrum Products

VCF East 2024 Stamp Hunt

Win a Computer!

First Prize: Commodore 64
Second Prize: 1541 Disk Drive

Drawing: Around 5:00 pm on Saturday right after the Roundtable, in Location #5.

The Stamp Hunt is a challenge to find four Stamp Stations located somewhere around the 2024 Festival. The stations are not hidden - they are located in physically disparate locations on campus. Answer a question at each station, stamp your game card, drop it in the jar at the front desk before 4:00 pm Saturday. Use the map! Find the Stamps! Win the Computer!

Rules:

1. You must be present to win. Names drawn and not in the room will be discarded and a new card will be drawn.

2. You can only enter once.

3. You must answer the four quiz questions correctly.

4. You must have the four unique stamps on your entry card.

5. You must be a paid event visitor - volunteers and others who have not paid are not eligible to participate.

6. Your entry card must be submitted before 4:00 pm Saturday.

Speaker Biographies

Thom Cherryhomes
Thomas programs new and old systems, preserving retrocomputing and creating hardware like FujiNet for 20 years.

Mark Fisher
Mark Fisher, Atari fan since the '80s, became a dev in the '90s. Rediscovered his love for 8-bit via FujiNet in 2020, now develops for Atari & Apple 2, creating "fujinet-lib" for cross-platform dev.

Daniel Balsom
Daniel grew up with a Compaq Portable PC and has been fascinated with computers ever since. Daniel recently entered the emulation scene with the goal of replicating the machines that defined their childhood.

Carl Claunch
Retired IT pro Carl Claunch restores old computers, volunteers at museums, watches rockets near Cape Canaveral, and aids global IBM 1130 restorations.

Maki Kato
Vintage computing expert on Motorola M88k, Z80 CP/M; CTO at Matrix Group, overseeing tech. Previous IT roles at Amtrak, Lockheed, IBM.

Steve “Mac 84” Matarazzo
Steven is a vintage Mac enthusiast with a passion for creating videos, repairing systems, and archiving disks. Tune into Mac84 on YouTube.

Ron “Ron’s Computer Videos” McAdams
Ron McAdams, creator of "Ron's Computer Videos" on YouTube, is a vintage computing expert. He explores, restores, and teaches about vintage computers.

Andy Finkel
Andy Finkel, key in personal computing, significantly contributed to Commodore's C64 and Amiga development.

Dave McMurtrie
A Unix admin with a passion for Commodore, delved into its history in the mid-90s. He archives Commodore documents, runs a YouTube channel, and maintains www.commodore.international,

Sean “Action Retro” Malseed
Sean Malseed, the enthusiastic force behind the "Action Retro" YouTube channel, is a revered figure in the vintage computing community, particularly among Apple aficionados.

Bill “Amiga Bill” Winters
A Commodore Amiga live streamer on Twitch, YouTube content creator and Founder/President of the Westchester Amiga User Group (WAUG) in Westchester County, NY since 1988.

AshSaidHi
Retro gaming queen on Twitch. Shares passion through heartfelt streams & family-friendly gameplay. Loves Amiga!

Kate (“Cat,” “Lady Ailuros”) Szkotnicki
Retro enthusiast Kate the Cat hosts RetroMetal on Twitch, playing on vintage machines. Also, a high school English teacher, she started on an Apple //c.

Jon Wise
Jon Wise, curator of webOS Archive & tech consultant, reminisces about when smartphones were fun, creative, and open, not data farms.

Fred Carl
Fred Carl founded InfoAge to preserve and showcase tech history, inspiring future STEM innovation by highlighting the importance of understanding past advancements.

Mike Reiker
Since the '70s, developed on IBM 1130 to VAX/Alphas, built 16-bit TTL and 68000 computers, and recently a transistor and vacuum tube computer.

Albert Charpentier
Albert J. Charpentier, 40+ yrs in consumer tech, led Commodore 64 team, founded Ensoniq (acquired by Creative Labs), AgileSwitch (acquired by Microchip 2019), holds 20 patents.

Bart van den Akker
Originally a Linux system administrator with a high-level expertise on VoIP. He is a musician and a collector of retro computers. He has been collecting since roughly 2010 which ended up becoming a museum in 2018.

Dr. Rebecca Mercuri
A renowned computer scientist specializing in electronic voting security. Founded Notable Software in '81, she's pivotal for the "Mercuri method" in voting.

Joyce Weisbecker
Joyce Weisbecker was the first independent video game developer and has worked as an actuary and as a radar systems engineer. Joyce continues to enjoy solving small yet challenging problems infusing video games with dramatic tension.

Rebecca “Burger Becky” Heineman
Video game pioneer Rebecca "Burger Becky" Heineman, known for programming and design, co-founded Interplay. Winning the 1980 Space Invaders Championship launched her career.

Byron Stout
Director at iCIMS, Byron Stout's coding passion began with a Commodore 64 in 1983. Decades later, he's still amazed at earning a living through programming.

Ron Nicholson
Ron Nicholson, key in Mac/Amiga creation, has 11 patents. A tech veteran, his work spans various Silicon Valley giants.

DJ Sures
Jon Kelly & John Bobak launched a pre-internet global network, hiring a team including Ron Sures. Despite its initial failure, DJ Sures revived NABU in 2023 with new software.

Leo Binkowski
Leo Binkowski, 40+ yrs in software, began writing games for NABU post-high school, became Content Dev Director, will share NABU insights.

Crawford Griffth
37-year software developer, ham radio (KB3SHG), vintage tech fan, maker, and fixer.

Frank O’Brien
Frank O'Brien wrote "The Apollo Guidance Computer," detailing the AGC's tech and history.

Marc “Curious Marc” Verdiell
Silicon Valley exec, Ph.D., tech restorer, YouTube: CuriousMarc, 60+ patents.

Ken Shirriff
Ken Shirriff: Restores vintage tech, blogs at righto.com, created IRremote, added Unicode chars.

"The Rise of the GUI"
"Computer Art"

Welcome to the Vintage Computer Festival East 2024. You're about to embark on a fantastic family-friendly adventure backward in time.

You will see and touch dozens of historic computers from many decades gone – everything from big iron to eight-bitters. You'll also experience some creative new replicas, modern enhancements, and new retrothemed systems. You will meet some historic people, learn their insider stories, and perhaps pick up our nerdily awesome t-shirt! While you're here, remember to tour the rest of the InfoAge Science and History Museums. Be sure to talk about us online: #vcfeast

Happy computing,

- The Vintage Computer Federation

Vintage Computer Federation

Our mission is to preserve computing history through education, outreach, conservation, and restoration. We strive to accomplish this through family friendly hands-on activities at our museum, at regional and global events, and by fostering and nurturing the expansion of our on-line and in-person communities. The Vintage Computer Federation is a 501(c)3 non-profit.

We own VCF West, held in California during the first weekend of August at the Computer History Museum. In addition, there are Vintage Computer Festivals independently run that we encourage everyone to attend, including: VCF Southwest (https://www.vcfsw.org/), VCF Midwest (https://vcfmw.org/), and VCF Southeast (A part of SFGE) (https://gameatl.com/)

We have monthly repair workshops: https://vcfed.org/repair-workshops/

If you are interested in creating your own chapter or festival, please contact us at info@vcfed.org.

Website: vcfed.org | VCF Forum: forum.vcfed.org
Facebook: https://www.facebook.com/vcfederation
YouTube: https://www.youtube.com/@vcfederation
Twitter: http://www.twitter.com/vcfederation
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Discord: https://discord.gg/32maJ6gddU