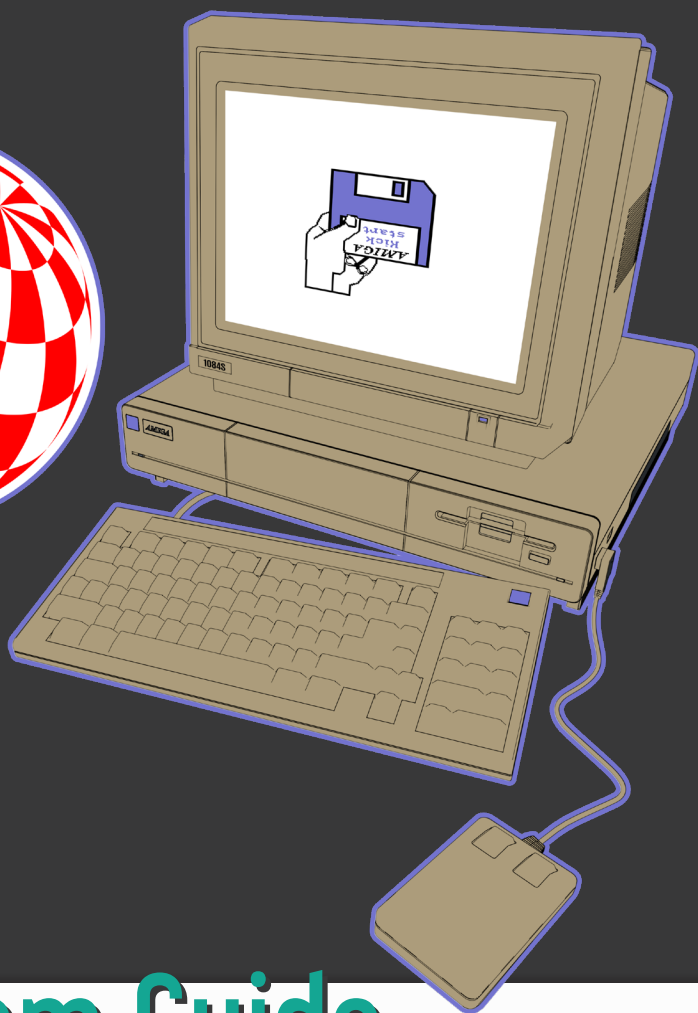
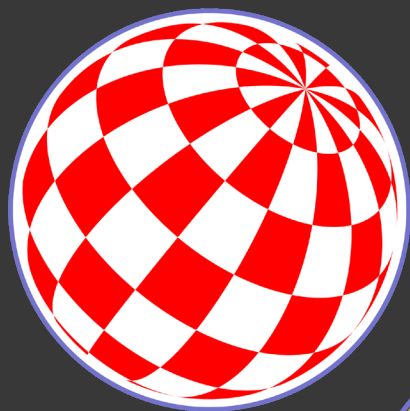


Vintage Computer Festival East 2025

Boingt!



Program Guide

Schedule

Technical Talks – Classes – Consignment – Glitch Works

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 Tandy Color Computer (CoCo)-themed classes. [Read more about each event on page 6.](#) [Refer to the Campus Map on page 14 for event locations.](#)

Friday April 4

	Talks - Location #5	Classes - Location #3
7:30 am	DOORS OPEN – Breakfast served in the cafeteria, Location #7	
	ALL DAY ACTIVITIES: See page 5	
8:00 am - 8:50 am	A vintage extension to C64 Code Editing – Doug Crawford	Class signup Please see information on page 5.
9:00 am - 9:50 am	Constructing Music – Dr. Teresa M. Nakra	Intro to CoCo2 + Fujinet and virtual device interfaces – Dean Notarnicola
10:00 am - 10:50 am	What a Long, Strange Trip (So Far) – Leor Zolman	Advanced CoCo2 BASIC (Friday only) – Dean Notarnicola
11:00 am - 11:50 pm	C64 Synthesizers, Sequencers and Beyond – Dan Laskowski	Beginner Assembler – Henry G.
12:00 pm - 12:50 pm	LUNCH BREAK – Lunch is served from 11:30 am - 2:00 pm in the cafeteria at Location #7	Max programming – Teresa M. Nakra
1:00 pm - 1:50 pm	Commodore Sound Deep Dive – Ethan Dicks	Open Games and Lab Time
2:00 pm - 2:50 pm	8-bit Game Development in New Jersey: An Insider's Experience – Scott Marshall	Intro to FujiNet – Henry G.
3:00 pm - 3:50 pm	Making a Hardware Emulator For a Legendary PC Sound Card – Ian Scott	
4:00 pm - 4:50 pm	Bootng from the Metal Up – Alastair Hewitt	
5:00 pm - 6:00 pm	Sound & Music on the Commodore 64 with CBM PRG Studio – Byron Stout	
6:00 pm	DOORS CLOSE TO THE PUBLIC	

Saturday April 5

	Talks - Location #5	Classes - Location #3
7:30 am	DOORS OPEN – Breakfast served in the cafeteria, Location #7	
	ALL DAY ACTIVITIES: See page 5	
8:00 am	EXHIBITS OPEN / STAMP HUNT OPEN	
8:00 am - 8:50 am	The Magic of Composing & Playing Music on the COSMAC VIP: No Math, No Coding, No MIDI, Just Fun – Joyce Weisbecker	Class signup Please see information on page 5.
9:00 am - 9:50 am	Using a Zynq to Emulate I/O devices – Mike Reiker	Intro to CoCo2 + Fujinet and virtual device interfaces – Dean Notarnicola (Repeat of Friday)
10:00 am - 10:50 am	The Musical Foenix – Stefany Allaire	Intermediate CoCo2 BASIC – A.J. Griglak
11:00 am - 11:50 pm	Introduction to Chiptunes – Brendan Becker Workshop to follow in classroom at 12:00 pm	Intro to CoCo2 + Beginner CoCo2 BASIC – Dean Notarnicola
12:00 pm - 12:50 pm	LUNCH BREAK – Lunch is served from 11:30 am - 2:00 pm in the cafeteria at Location #7	Learn to Write Chiptunes – Brendan Becker
1:00 pm - 1:50 pm	The Story of Ensoniq – Al Charpentier, Bill Mauchly, Joe Friel (Interviewed by Dave McMurtrie)	Univac 1219 Demo – Location #8
2:00 pm - 2:50 pm	Audio through the years – Burger Becky	
3:00 pm - 4:20 pm	Amiga Roundtable Part 1 – Dale Luck, Ron Nicholson, Glenn Keller, Andy Finkel, Jeff Porter, Gail Wellington, Randell Jesup, Peter Cherna	4:00 pm – STAMP HUNT CLOSES
4:50 pm	STAMP HUNT WINNER DRAWING The winning card will be drawn. You must be present in location #5.	
5:00 pm	EXHIBITS CLOSE	
5:00 pm - 6:00 pm	History of UNIX – Brian Kernighan (Interviewed by Stephen Edwards)	
6:00 pm	DOORS CLOSE	

Schedule

Technical Talks – Classes – Consignment – Glitch Works

Sunday April 6

	Talks - Location #5	Classes - Location #3
7:30 am	DOORS OPEN – Breakfast served in the cafeteria, Location #7	
8:00 am		Class signup Please see information on page 5.
9:00 am	EXHIBITS OPEN ALL DAY ACTIVITIES: See page 5	
9:00 am - 9:50 am	The most important computer you never heard of – Frank O'Brien	Intro to CoCo2 + Fujinet and virtual device interfaces – Dean Notarnicola (Repeat of Saturday)
10:00 am - 10:50 am	The Computer Collection Lifecycle – Dean Notarnicola	Intermediate CoCo2 BASIC – A.J. Griglak (Repeat of Saturday)
11:00 am - 11:50 pm	The Lifecycle of a collection – Justin Hopkins	Intro to CoCo2 + Beginner CoCo2 BASIC – Dean Notarnicola (Repeat of Saturday)
Lunch is served from 11:30 am - 2:00 pm in the cafeteria at Location #7		
12:00 pm - 12:50 pm	Sound Chips & Chill – Brendan Becker	Open Games and Lab Time
1:00 pm - 1:50 pm	Restoring the unknown CAD-machine and uncovering history: Aesthedeas – Bart van den Akker	Univac 1219 Demo – Location #8
2:00 pm	EXHIBITS CLOSE	
2:00 pm - 2:50 pm	1st & 2nd Generation Audio Drivers – Deep Dive – David Warhol	
3:00 pm - 5:00 pm	Amiga Roundtable Part 2 – Dave Haynie, David John Pleasance, Robert Miranda, Hedley Davis, Jeff Bruette, Don Gilbreath, Dan Wood, Dave McMurtrie (moderator)	
5:00 pm	EVENT CLOSES	

All Day Activities

Refer to the Campus Map for event locations.

VCF Museum (Location #8)

10:00 am to 6:00 pm, every day

See VCF's comprehensive collection of historic computing artifacts, from the 1940s through today.

Glitch Works Kits (Location #3, Right Door)

9:00 am - 5:00 pm, every day

Glitch Works kit workshop will feature:

- XT-IDE
- Binary LED watch kit (from Lee Hart)

Tandy Color Computer (CoCo) Computer Classes (Location #3, Left Door)

Come visit our CoCo Classroom. Learn the essentials of programming in BASIC and 6809 Assembly language on real CoCo 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.

Due to the nature of this class, we will be using emulation this year. Please be prepared to bring a laptop to the class, as we will not have any to use. Please check the VCF website for instructions.

Class size is limited. Check with the front desk for online registration.

Learn to Solder! (Location #1 & Location #3)

Saturday and Sunday, 9:00 am - 6:00 pm

Beginners stop by to learn the basics of soldering. (Adults Only)

Consignment (Location #4)

Saturday, 9:00 am - 5:00 pm, lunch break from 1:00 pm - 2:00 pm

Sunday, 9:00 am - 2:00 pm

The consignment area allows people to buy and sell vintage computer related items during the show.

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 4

A vintage extension to C64 Code Editing

– Doug Crawford

Back in 1985, I came up with a clever program to manage a large BASIC program on the C64. I was in fact onto concepts of the IDE that would not be seen for many years. Recently, faced with the development of a new program for the C64, I rewrote the facility as my 40 year older self. I will show how the code works (using a few neat tricks) and demonstrate it with the new C64 program demo written for the museum. I'll also give an update on the museum.

Constructing Music – Teresa Nakra

Applying Constructionism and coding to create music.

What a Long, Strange Trip (So Far) – Leor Zolman

The view from afar (in time) of the 8-bit personal computer days, when PCs were actually personal.

C64 Synthesizers, Sequencers and Beyond

– Dan Laskowski

Showing off all of the sounds of the C64. Also pointing to the sequencer and added YM2149 chip.

Commodore Sound Deep Dive – Ethan Dicks

Exploring the sound capabilities of the PET User Port (CB2 and more) and the Commodore 64 SID chip.

8-bit Game Development in New Jersey: An

Insider's Experience – Scott Marshall

Insider's view of the little-known development of 8-bit games in New Jersey.

Making a Hardware Emulator For a Legendary PC Sound Card – Ian Scott

Ian Scott noticed the Gravis Ultrasound card was hard to find and decided to do something about it.

Booting from the Metal Up – Alastair Hewitt

Find out what it takes to go from pushing a power button to a flashing cursor.

Sound & Music on the Commodore 64 with CBM

PRG Studio – Byron Stout

Let's use CBM PRG Studio to learn the theory of sound and make the Commodore 64 sing again!

Saturday April 5

The Magic of Composing & Playing Music on the COSMAC VIP. No Math, No Coding, No MIDI, Just Fun

– Joyce Weisbecker

PIN-8 for VIP with SuperSound & EK-2 Drums cards. Byte tables control the melody and the arrangement.

Using a Zynq to Emulate I/O devices – Mike Rieker

How to use a Zynq FPGA to emulate disks and other I/O devices for PDP-8/L.

The Musical Foenix – Stefany Allaire

We will go through the history of the Foenix and its affinity with sound/music + demo.

Introduction to Chiptunes – Brendan Becker

What's the deal with all these 8-bit whipper-snappers and their beeps, boops, and farty bass?

The Story of Ensoniq – Al Charpentier, Bill Mauchly, Joe Friel (Interviewed by Dave McMurtrie)

When Bruce Crockett, Bob Yannes, Charles Winterble and Albert Charpentier left Commodore in late 1982, they named the company Peripheral Visions. Listen as Albert & Bill will tell their tangled story of how they become Ensoniq.

Audio through the years... – Burger Becky

From the Atari 2600, C64, Apple II, to the Apple II, music, sound and effects have evolved.

Amiga Roundtable Part 1 – Dale Luck, Ron Nicholson,

Glenn Keller, Andy Finkel, Jeff Porter, Gail Wellington,

Randell Jesup, Dave McMurtrie (moderator)

Celebrating the 40th anniversary of the Commodore Amiga, moderators interview those involved with the Amiga as they share stories about its creation and development.

History of UNIX – Brian Kernighan (Interviewed by Stephen Edwards)

Stephen will interview Brian about his 2019 book "UNIX: A History and Memoir".

Stamp Hunt

Win a computer! Find four Stamp Stations located around the 2025 Festival. See page 11 for details.

Sunday April 6

The Most Important Computer you never heard of

– Frank O'Brien

SAGE, a radical and powerful computer system in the 1950's drove computing to new limits.

The Computer Collection Lifecycle – Dean Notamicola

Things to keep in mind when starting, maintaining and ending a collection.

The Lifecycle of a Collection – Justin Hopkins

Collecting.... You can't take it with you...

Sound Chips & Chill – Brendan Becker

Learn to tell sound chips apart and jam to some great examples from each.

Restoring the unknown CAD-machine and

uncovering history: Aesthedes – Bart van den Akker

I'm sharing the journey of the Aesthedes computer in the HomeComputerMuseum, from unknown to working.

1st & 2nd Generation Audio Drivers - Deep Dive – David Warhol

Exploring the tech required to maximize video game audio in 1st & 2nd gen video game consoles.

Amiga Roundtable Part 2 – Dave Haynie,

David John Pleasance, Robert Miranda, Hedley Davis,

Jeff Bruette, Don Gilbreath, Dan Wood (moderator)

Celebrating the 40th anniversary of the Commodore Amiga, moderators interview those involved with the Amiga as they share stories about its creation and development.

Anthony's ITALIAN RESTAURANT & PIZZERIA



Monday & Tuesday Special
2 Cheese Pies \$25.99 4PM to close



Catering available for parties and large groups

Ask us for more information

Order online at www.anthonyspizzabelmar.com
2510 Belmar Blvd. Wall, NJ 07719 732-681-7211

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 2026 next year.

Room A

Vendors:

J&M CONSULTING, INC – Jacek Bryla, Malgorzata Bryla
Retro Chip Tester Pro, The MechBoard64, The MechBoardZX, Commodore & ZX Spectrum Products.

Yankee 3D Forge – David Mancione
3D Printed vintage system replacement parts – Rares, Spares and Repairs! Also offering on-site print services and custom commissions.

Tech Dungeon – Michael Hill, Diana Hill
Retro systems, new joysticks, joystick adapters, accessories and more.

Alex's Vintage Electronics – Alex Jacocks
Vintage Computer Equipment.

SetonixSynth & Happy Hardware
– Jack Schoonover
Happy Hardware sells retro-inspired wearables made from printed circuit board material (FR4). SetonixSynth designs and manufactures analog music synthesizers mostly in the Eurorack modular format, inspired by vintage devices but with an eye toward the future.

Room B

Exhibitors:

The Apple 410 Color Plotter In Action!

– Kate "Cat" Szkotnicki

A rare and oft-forgotten piece of Apple History brought back to life with modern help!

Business Computer, Japan (NEC PC-98)

– Quinn Quirble

A small collection of Japanese NEC PC-9800 systems from the early to late 1990s.

Consolization: When Computers Become Game Systems – Noah Weitz, Sawyer Gilbert

Vintage, rare, game consoles based on preexisting computer platforms ranging from 1993 to 2001. Available to play for all!

Dave's Retro Video Lab – David Distinti

Sony Beta is back! Embark on a nostalgic journey through the world of classic Sony Beta consumer video gear. Relive the innovation, charm, and legacy of this iconic video format that shaped an unforgettable era of home entertainment history!

HomeComputerMuseum (Netherlands)

– Bart van den Akker, Johan Grip, Stefan Joosten

The Dutch interactive computer museum, HomeComputerMuseum, showcases rare machines that were once readily available in the Netherlands but not in the US. Discover how an American-built computer launched Dutch computer history and how the Netherlands became one of the most influential countries in computing history. All this, while enjoying free stroopwafels and dropjes that we will be giving away!

The Power of Two (Displays), featuring IBM

and ThinkPads – *The Forgotten King*

The usefulness of having two displays, featuring IBM and ThinkPads.

RCA COSMAC 1802 – Josh Bensadon

A replay of RCA COSMAC music from The First Philadelphia Computer Music Festival from the Personal Computing '78 show.

Heathkit H89 – Alex Bodnar

Showing the many applications for the Heathkit.

Heathkit H89 and 3D Printed H8 case – Darrell

Pelan, Joe Travis, Glenn Roberts, Evelyn Pelan

Preserving and updating the venerable Heathkit H8, H89 and Z100 computers. See a 3D-printed case for the H8. Hear the Votrax SC-01 (speech) and Heath HA-8-2 (music) synthesizers.

Demos of CF storage with real time clock; USB flash drive interfacing (via FTDI VDIP1) and ESP32 interface for file transfer; backlit Cherry keyboards for H8/H9/H19; H8 with ROMWBW and full MSX capability for classic gaming; Z100 with HDMI graphics, GoTek floppy emulator and DREM solid state hard drive emulation.

The Baudot Basement – John Lucas

Get up close and personal with some of the earliest and some of the newest baudot teletypes. Watch period correct news feeds print out at a blistering 45.45 baud. Pound out new text on 100 year old data terminals!

The Foenix F256 meets the Moog Modular 15+

– Michael Weitman, Stefany Allaire

The Foenix F256 is a powerhouse for computer music, with two SIDs, two PSGs, a Yamaha OPL3, and General MIDI Dream IC all embedded. We will be showing a variety of Foenix systems including an F256 connected to a Moog Modular over MIDI.

The Plot Thickens: Pen Plotter Artistry

– Paul Rickards, James Hageman

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:

MacEffects, LLC – Mark Jozaitis, Tairu Jozaitis
Exhibit only.

Eli's Software Encyclopedia – Eli Tomlinson

Old computer software- C64, Amiga, Atari ST, PC.

Emmy Bear Retro – David Raditch, Sarah Raditch

Greaseweazle, Zulu SCSI/IDE, GBSCSI / Drive Emulators, Retro Wear.

Room C

Exhibitors:

Start Me Up: 30 years of Windows 95

– Alexander Pierson, Katherine Ahlskog

30 years ago, Microsoft's Windows 95 set the standard for graphical user interfaces. We will be displaying all major 95 releases (Beta through OSR2.5). Experience what made Windows 95 a household name through easy, accessible computing for everyone.

IBM PS/2 and Microchannel Mayhem

– Ryan Burke

In 1987, IBM developed the MicroChannel Architecture and the Personal System/2 line of computers. This exhibit explores some of these machines.

FujiNet – Ben Krein

Six Years of FujiNet! This is the year of new "bring-ups," exciting hardware and firmware, and more features. Atari! aNode Desktop! Moar High Score Enabled games! More vendors! More platforms! Apple II! Commodore! Mac 68k! TRS-80 CoCo!

Altair 50th birthday – William Sudbrink

The Altair microcomputer was introduced in the January 1975 issue of Popular Electronics. Several Altairs, as well as other S-100 bus systems will be exhibited.



Boardwalk Bites food truck available on campus at location 7!

- Bagels and pastries
- Pork, egg, cheese on a roll
- Breakfast Burrito
- Cheeseburger
- Sausage & Peppers Sandwich
- Vegetarian Sandwich
- Cheesesteak
- French Fries
- Bananas, apples
- Water and soft drinks
- Coffee & Tea

Core64 – Adventures in Core Memory

– Andy Geppert, Jeremy Geppert, Jared Geppert
Experience Core Memory in an interactive and fun way! Learn about the significance of Core Memory in the journey to our modern computers, and it's use in the Apollo Space Program.

Motorola MC88110 processor - Data General Unix – Maki Kato, Crawford Griffith

Another Unix workstation build on the Motorola mc88k processor, this time from Data General. Will have AV5500 w/ dual 88110 running DGUX, alongside a MVME-187 running OpenBSD.

It's not Unix, it's Cromix! – Mike Loewen

The Cromix Operating System from Cromemco is a Unix-like OS originally developed to run on their S-100 microcomputers. Login and explore Cromix-Plus on a vintage Cromemco Z2.

Fuji Apples: Macs from Japan – Dan Forsythe

Showcasing a personal collection of Apple Macintosh and Mac OS clones only released in Japan.

Experiencing the ENIAC – Brian Stuart

The ENIAC simulator returns with updated immersive visualization. Come experience what it was like to see the ENIAC in operation.

PDP 8/L Restoration with FPGA-based Disk

– Mike Rieker, Chris Randall

A PDP-8/L recently restored with FPGA-based I/O controller plugged into backplane playing music on AM radio.

(Continued...)

Exhibitors, continued...

New Old Computers – Kevin Gonzalez

Displaying some reproduction motherboards that have been created in recent times.

Early Microcomputers – Ryan Schiff, Brian Boellner

From the Kenbak to the SOL with many other early microcomputers.

TRS-80 Expansion Interfaces – Peter Cetinski, Alex Cetinski

A display of many of the expansion interface peripherals available for the Tandy Radio Shack TRS-80 Model I computer, including Tandy as well as third party options.

40 Years of Amiga – AmigaBill Winters, Dave Test, Stefano Corbellini, William Becker, Tony Schiffbauer, Mike Clark, Anthony Becker, Greg Sorvella

In honor of the 40th Anniversary of the Commodore Amiga, we will display key models including the original A1000, A500, A2000 with a Video Toaster, and modern implementations of the Amiga as well.

Pittsburgh Classic Mac Lab – Scott Baret

We are an authentic lab of Macintoshes (LC and compact), fully networked, with all the classics like Wagon Train 1848 (network Oregon Trail), Kid Pix, Munchers, Math Blaster, and more. Out there, it's 2025. In here, it's always 1992.

The Atari ST Turns 40 – Peter Fletcher, Bill Lange

The Atari ST was introduced at the 1985 CES and released to the public in July of that year. This exhibit traces the machines and peripherals from the first 520ST in 1985 to the final machine, the Atari Falcon030 in 1993.

My Story Starts with a Computer

– Justin D. Morgan

Explore the graphics and sounds of some of the computers that kids of the 80's and 90's grew up with.

The Sounds of Emulation – Rick and Briana Karrer

Come experience a chorus of game music while you play your favorite classics & newer games – in ways they were never intended to be played. From older Macs and PCs, to modern Apple Silicon, to modded consoles and more.

Commodore 64 SID sounds and Beyond

– Dan Laskowski, Brigitte Laskowski

The sounds of the C64, plus MIDI in and out with an additional sound chip, the YM2149.

Vendors:

Amiga of Rochester – Thomas Andrews, Eric Siegal
Amiga upgrades.

Room D

Exhibitors:

MDCon – Michael (Gunner 5) Stieb, HexaPunk
MDCon is dedicated to preserving and promoting MiniDisc technology through engaging, in-person gatherings around the world.

Intel 4004 processor built with 1741 discrete transistors – Klaus Scheffler, Tim McNerney

We designed and built a PCB with 1741 NMOS transistors and 427 resistors, plus some LEDs. This transistor-based 4004 was successfully tested with the Busicom software and other tests and operates at a clock frequency of approx. 2-1000 kHz.

Y2K Intranets and Internets – Stephen Mayo

Interact with late 90s/early 2000 Internet and LAN networking gear. Browse time capsule of the Internet or login to the Intranet. Talk to vintage & modern AI and chatbots, rip and stream a CD and chat on AIM or IRC. Explore the network and servers!

Room E

Exhibitors:

Early 80's Luggables – Nicolas Mailloux
Come and see early 80's luggable computers, including a Minitel!

Genericable – Brian L, Jesse C, Robert K, Nikki C, Kelby B, Ari W, Kyle S

We demonstrate the local forecast computers from The Weather Channel, Prevue Guide, Emergency Alert System (EAS), analog channel scrambling, community broadcast character generator, and early digital cable hardware!

It's Just a PC – Joe Marlin

A video game console is just a PC with weird peripherals and software. So let's add software and hardware until the inner PC is released!

Life on EDGE – Collin Mistr, Chad Baxter

Various vintage, rare, and unique mobile devices, all active and connected to a custom home-built 2G/"EDGE" GSM cellular base station.

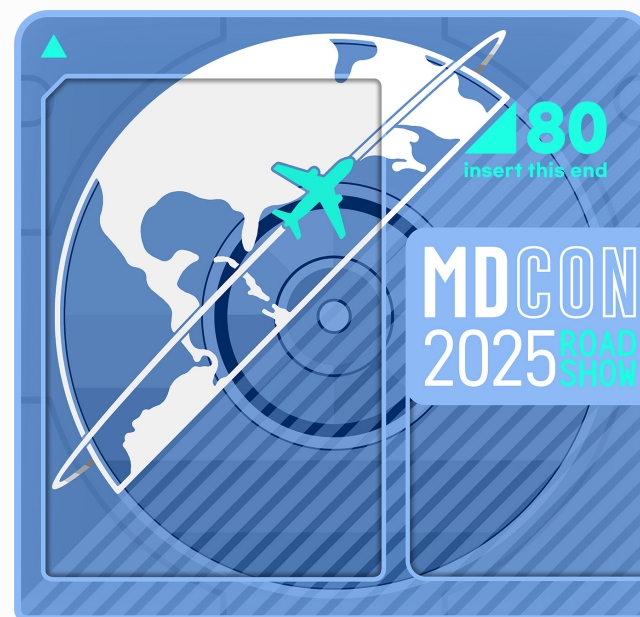
Totally Normal Computing – Sean Malseed (*Action Retro*), Steve Matarazzo (*Mac84*), Michael Stanhope (*Mike's Mess*), Ron McAdams (*Ron's Computer Videos*)
Odd, rare, and heavily upgraded computers. Want to see what a Macintosh SE/30 can do when its upgraded way past what is normal? How about a clear SE/30 with a color display! The rare, unusual, and the odd, that's what we have!

Vintage Video Capture – BigBadBench & iiiiDIY

In the early 1990s, video capture on home computers started to be [somewhat] affordable. But how good was it? We'll have a range of Macintosh and PC systems to show how home video capture evolved in the 1990s.

Our Sponsors

the
computer museum
at system source



MDCON.LIVE

VCF East 2025 Stamp Hunt

Win a prize!

Drawing: Around 4:50 pm on Saturday right after the Roundtable, in Location #5.

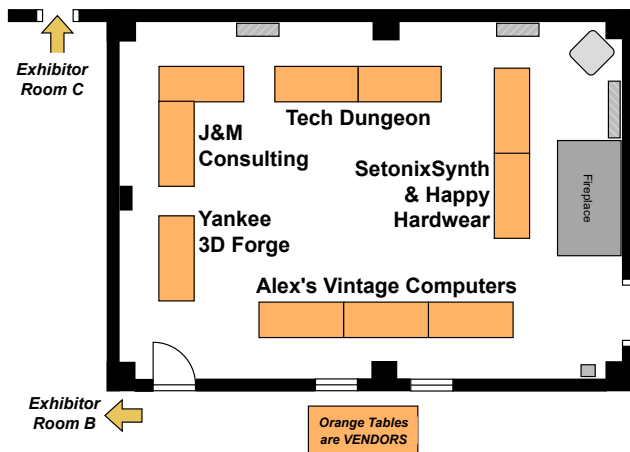
Win a vintage computing prize! The Stamp Hunt is a challenge to find four Stamp Stations located somewhere around the 2025 Festival. The stations are not hidden – they are located in physically disparate locations on campus. Answer a question at each station, stamp your game card, drop your card in the jar at Location 1 before 4:00 pm Saturday. Winner drawn at 4:50 pm. Use the map! Find the Stamps! Win the Prize!

Rules:

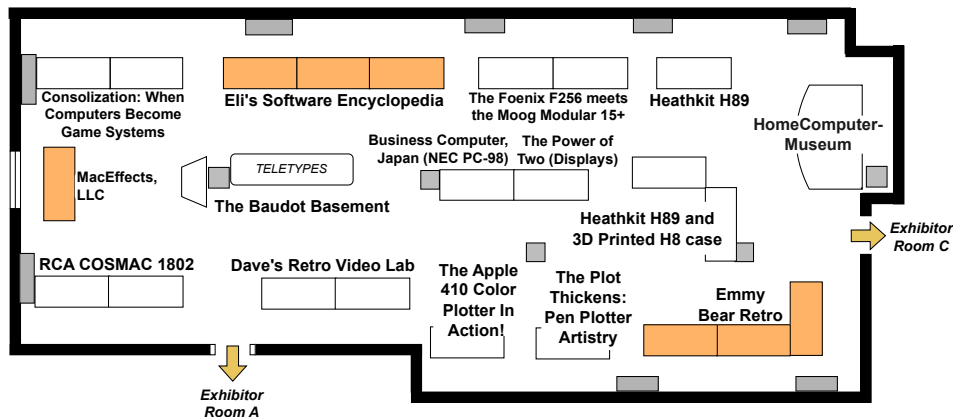
1. You must be present to win. Names drawn and not in the room will be discarded and a new card will be drawn.
2. You can only enter once.
3. You must answer the four quiz questions correctly.
4. You must have the four unique stamps on your entry card.
5. You must be a paid event visitor - volunteers and others who have not paid are not eligible to participate.
6. Your entry card must be submitted before 4:00 pm Saturday.

Exhibits Map

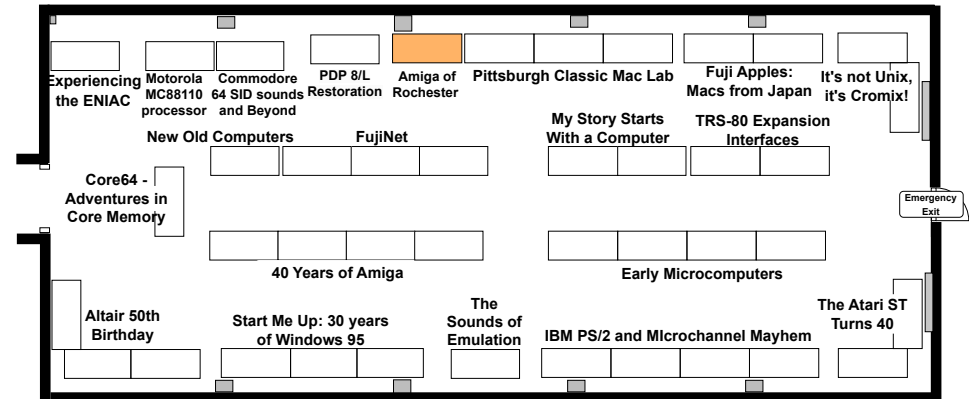
Room A InfoAge 9001 - Lounge



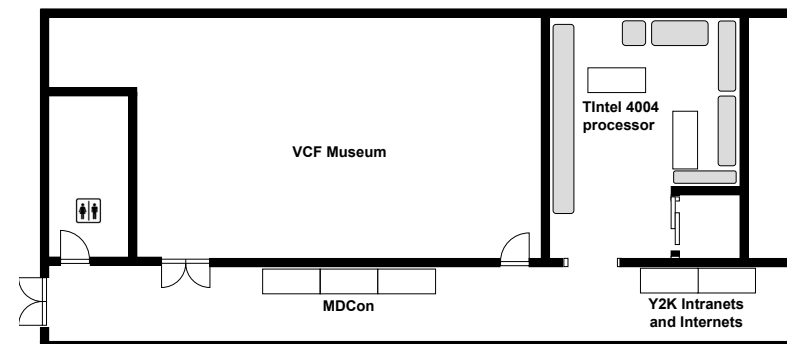
Room B InfoAge 9001 - Dining room



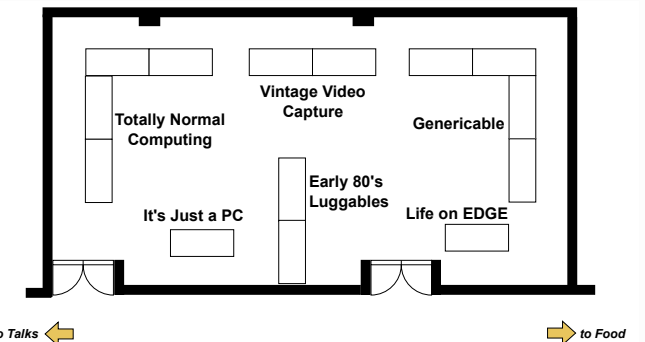
Room C InfoAge 9032



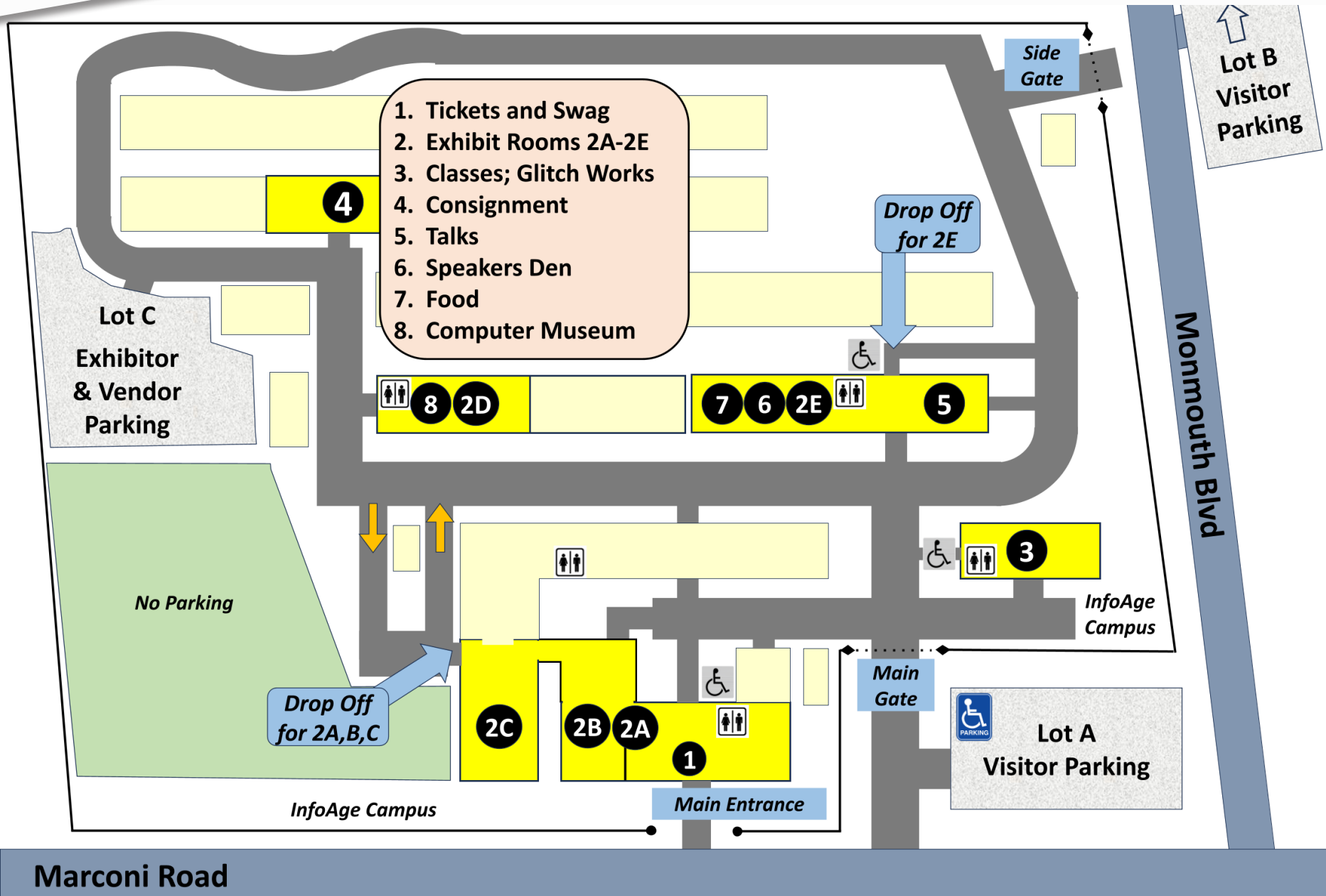
Room D InfoAge 9010-A



Room E InfoAge 9010-D



Campus Map





"The Sound of Vintage"

Welcome to the Vintage Computer Festival East 2025. 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>

Instagram: <http://www.instagram.com/vcfederation>

Discord: <https://discord.gg/32maJ6gddU>