Vintage Computer Festival West 2026

Vintage Computer Federation

DAWN OF THE PC

Program Guide

Schedule

Saturday August 1

Welcome to VCF West 2026 – *Mark Etkind*
10:10 am | *Hahn Auditorium*
Mark Etkind, the CHM director, will say a few words to open the show!

The world's first search engine was @ Bletchley Park during WWII – *Eric Nelson*
10:30 am | *Hahn Auditorium*
Eric Nelson is a forensic criminologist, former police officer, and former counterintelligence agent. Bletchley Park used BTM and IBM tabulating machines to perform searches on indexed words, and then to assemble them into responses. Come learn about how they created the first "search engine".

#include <ai.h>: Coding a Sun 3/60 emulator with LLMs – *Dan Moisa*
11:00 am | *Learning Center*
Dan Moisa is a software engineer by day, hardware enthusiast by night. This talk explores a modern approach to vintage preservation: using agentic AI and Large Language Models to accelerate the development of emulators, reverse-engineer legacy hardware, and make sense of historical archives.

History of Ethernet--Musings of an Early Networker – *Rich Seifert*
11:30 am | *Hahn Auditorium*
Rich Seifert has over 50 years of experience in the computer industry, and was one of the original developers of the 10 Mb/s Ethernet technology at Digital Equipment Corporation. Come listen to his insider's view on the original DEC-Intel-Xerox, and how it ultimately lead to what we have today.

Resistencia Atari – *Diego Javier Alberti*
12:00 pm | *Hahn Auditorium*
Diego Javier Alberti is a leading figure in contemporary art, blending computer technologies with traditional craftsmanship and cultural narratives. Resistencia Atari is an art project in which he reinterprets digital image creation using the Atari 2600 (VCS) console. In this talk he will present his entire creative process, from restoring the consoles to programming visualizations and creating new cartridges.

Making games in the 1980s – *David Crane*
1:30 pm | *Hahn Auditorium*
David Crane and Garry Kitchen were pioneering 1980svideo game developers who helped define the early home console era at Activision with blockbuster hits like Crane's Pitfall! and Kitchen's Keystone Kapers. Come join them as they discuss all the ins and outs of early game development in the 1980s.

Impossible Until It Isn't - How Neurodivergent Students Rebuilt ENIAC—and What It Teaches Us About Human Potential – *Thomas Burick*
3:00 pm | *Hahn Auditorium*
Thomas Burick is a technology educator and program architect at PS Academy Arizona, where he develops large-scale educational experiences that challenge students to take on complex, consequential work. Cameron Coleman is a Student Engineer and member of the ENIAC Reconstruction Project team at PS Academy Arizona. In 2025, a team of neurodivergent students at PS Academy Arizona undertook an audacious challenge: rebuilding ENIAC, the world's first general-purpose electronic computer, at full scale. Come hear their amazing story.

"What Makes an Artifact? Contextualizing 1950's Software Artifacts"
– *Guy Fedorkow*
4:00 pm | *Hahn Auditorium*
Guy Fedorkow currently researches the history of early computing in the 1950's, in collaboration with colleagues at the MIT Museum, Computer History Museum and Heinz Nixdorf MuseumsForum. His presentation focuses on specific examples from the recovery of programs from MIT's 1950's Whirlwind computer and delves into ideas on how to preserve and present software artifacts.

FPGA CATBOX for testing 6502 hardware
– *Dale A. Luck*
5:00 pm | *Hahn Auditorium*
Dale Luck is a pioneering software engineer best known as one of the original core developers of the revolutionary Commodore Amiga computer system in the 1980s. In this talk, Dale will introduce the FPGA version of the original 1980s CATBOX, that was used to find problems in Atari arcade games, and how it can be used today.

Osborne, The Man Who Would be King documentary screening and Q&A – Anand Kamalakar
6:00 pm | *Hahn Auditorium*
Anand Kamalakar is a Brooklyn based documentary film director, producer and editor. Best known for his documentary "Salam - The first ***** Nobel Laureate". The panel will include some very well known names, including: the director Anand Kamalakar, Lee Felsenstein, Mike Hesly, David Carlick and possibly some more.

The second annual VCF After Dark
6:00 pm | *Courtyard*
Join us for a meet and greet downstairs in the courtyard. There will be food and drink and conversations with your favorite retro friends.

Sunday August 2

Is That Really UNIX? – *Sean Haas*
9:30 am | *Hahn Auditorium*
Sean Haas is a software developers and independent historian. He produces the Advent of Computer podcast, and writes dubious code in his free time. In this talk he will dive into the history of small UNIX clones, the forgotten front of the UNIX wars.

MiNT - The Amiga Workbench Killer? – *Matt Nawrocki*
10:30 am | *Hahn Auditorium*
Matt Nawrocki is a cybersecurity architect with a fond fascination with vintage computing centered around old PCs and Atari Systems. This talk will go over the history of the Eric R Smith's personal operating system for the Falcon Official, MiNT. He will also demonstrate where MiNT is at in the modern day.
10:30 am | *Hahn Auditorium*

"Artifacts" at 25 – *Christine Finn*
11:30 am | *Hahn Auditorium*
Christine Finn is a British journalist and creative archaeologist who pioneered the study of computing history by treating vintage hardware, software, and tech culture as modern artifacts. She is best known for her 2001 book Artifacts: An Archaeologist's Year in Silicon Valley, which uniquely documented the material culture of the tech industry during the dot-com boom and bust. Come join Christine as she reprises the story of this book, and what happened next.

HEART OF NEON: They don't make games like they used to – *Paul Docherty*
1:30 pm | *Hahn Auditorium*
Paul Docherty began as a video games graphics artist in the 1980s before moving into the world of Documentary editing, and ultimately directing his own documentary, Heart of Neon. In this session, he will share a clip from his documentary and discusses Jeff Minter's career and why documenting the origins of game development is so important now.

How Sphere Hid a Minicomputer Inside Their Micro – *Ben Zotto*
3:00 pm | *Hahn Auditorium*
Ben Zotto studies and writes about technology and design, and has spent many years researching the Sphere computer, including publishing a new book about it, "Go Computer Now! How Sphere Corporation invented the Modern Microcomputer—Then Disappeared." In this talk, Ben will explore the how the Sphere computer emulated a full 1960s minicomputer just to run basic.

Xerox PARC Cedar Programming Environment on Modern Hardware – *Carl Hauser*
4:00 pm | *Hahn Auditorium*
Carl Hauser was Member of Research Staff in the Computer Science Laboratory at Xerox PARC from 1984 to 1996, later serving as PARC's IT manager from 1996 to 2001. Come listen to the story of how he has brought the Xerox Park Cedar Programming Environment to modern day hardware.

Consignment

Saturday, 11:00 am - 5:00 pm | Sunday, 10:00 am - 3:30 pm

The consignment area allows people to buy and sell vintage computer related items during our shows. Consignment will be located at the top of the stairs from the CHM entrance in the space beyond the classrooms. We will open up one or both classrooms for overflow if that space fills up. Visitors to the show (other exhibitors included) will often stop by the consignment area looking for treasure. If you make a pricing deal please contact the seller and have them change the price in the system. They should change the price in the seller's account.

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 West 2026 next year.

2000's Cubic Computing – *Xodium Labs*
Come on by this exhibit to see some fun-sized cube-like systems from the 2000s, complete with era-appropriate games and software for your enjoyment. Also featuring a functional AIM instance so you can a/s/l like it's 2003 again.

8-bit Chess – *Mark Abene*
A live chess-playing homebrew microcomputer, based around the RCA 1806 CPU, programmed with modern algorithms. Developed with my assistant, Claude Code, I'll show that the technology existed in 1981 to create a formidable opponent.

8-bit CPU's, The Monolith, and The Metropolis – *Amin L*
On display are two Harvard Architecture CPUs. The Monolith is a Harvard architecture CPU built across 24 breadboards. It features a dual, isolated bus system — Bus A and Bus B operate independently but can pass data between them in either direction. The Metropolis is a leaner Harvard architecture companion CPU built across 21 breadboards. Its dual buses are connected rather than isolated, keeping the design simpler.

8bits 4Lyfe – *phigan*
An exhibit showcasing 8-bit efforts including ANSI art, A MiSTer, showcasing the latest from the demoscene on the Commodore and Atari and a security conference badge based on ESP32 converted into a wireless BBSing terminal.

90s LAN Party – *RetroComptuing Guild / TechJesse – Jesse Petrilla*
An exhibit of various Apple prototypes as well as other Apple-adjacent oddities from the exhibitor's collection.

Acorn Computers and Teletext – *David*
A demonstration of 8-bit and 32-bit Acorn computers including the BBC Micro, Archimedes, and demonstrations of RISC OS and the UK's "teletext" broadcast information system.

Agon Light – *Triplefox*
Demonstrations of the Agon Light SBC, an open hardware "neo-retro" computing device based around the eZ80 and ESP32 microcontrollers, and configured to resemble classic "boot-to-BASIC" 8-bit micro-computers. It is compatible with some original Z80 software, and is made for education, hobbyist development and gaming, with 64 color graphics in varied resolution, sprites, tilemaps, sampled sound playback, and other firmware-defined features. It has working implementations of BBC Basic, Pascal, C, and Forth.

AI on Apple][+ – *Mark Cramer*
Exhibiting a refurbished Apple][+ running some simple machine learning. Also showing the full suite of Ultima and Wizardry games.

Alan Bradley PLCs – *Jordan*
Assortment of Allen Bradley industrial hardware used back in the 1980s and still used today.

AOL 2.5 Reverse-Engineered –*Samuel Plainfield*
This is it. AOL version 2.5 represents the innocent early days of "real" social media. A time when digital cameras and scanners were extremely rare and expensive. No intrinsic ability to "block" people. The entire client has been brought back to life with an precisely replicated 2400 baud dial-up sequence, working e-mail, IM, chat-rooms, period-correct news, Usenet, profiles, BookLink InternetWorks embedded web browser dramatically brought back to life and wired up to the Wayback Machine, and *tons* more. This is a unique opportunity to get as close as possible to what the 1994-1995 Web 1.0 "Walled Garden" really looked like.

APL Of Your Eye: Personal Computers Running The APL Language – *John Riney III*
BASIC may have been the most popular built-in programming language of the personal computer revolution, but there were other, more mathematical options. Explore a variety of systems running APL, an array-based language that redefines the term "concise".

Apple Computer 50th Anniversary – *RR Auction*
Celebrating 50 years since Apple's founding in 1976, this booth brings together a selection of historic pieces that trace the company's evolution from a Cupertino garage to a defining force in personal computing. From early hardware to the machines that shaped the industry, the display offers a hands-on look at the artifacts behind one of technology's most influential stories. Stop by to see where it all began.

Atari 1450XLD & 1400XL Prototypes – *SLCC - San Landro Computer Club*
Showcasing the Atari 1400XL and 1450XLD - Legendary "what-could-have-been" 8-bit prototypes.

Atari ST Music Production – *Madeline Autumn-Rose*
Mixing the old and new for music production. A range of MIDI instruments driven by an Atari ST, showcasing the versatility of MIDI & power of the ST.

```
#include <stdio.h>
int main(void)
{
    printf("#VCFWest2026");
}
```

Audacity Games – *David Crane*
A vendor selling brand new games for the 50-year-old Atari 2600 video game console.

Beyond the Wavetable: MIDI on the Commodore Amiga – *narylis*
An exhibit featuring the Commodore Amiga as a MIDI workstation. Come by and find out how the Amiga left its own mark on music history "beyond the wavetable"!

Bitfixer's bits and bytes – *Michael Hill*
A collection of vintage computers with homebrew modern enhancements.

C64i Commodore 64 improved – *Francis Bernier*
An exhibit featuring a new motherboard design for the C64 packed with new features.

Caretaker Classic Computing – *Cory Ryan*
Vintage Apple and Macintosh Computer restoration and sales.

CBMSTUFF.COM – *Jim Drew*
A vendor selling keyboards, keycaps, modems, and other Commodore related products.

Circuit Board Clinic: Vintage Recap & Repair
– *Arion Paylo*
Leaking caps and corroded traces don't have to mean the end for your vintage hardware. This booth is a live repair bench: watch real triage, capacitor replace-ment, trace repair, and more happen in real time. Whether you're curious about the process or ready to pick up a soldering iron yourself, come ask questions. Tool recommendations, technique tips, and encouragement included

Commodore PET Computers – *Chuck Hutchins*
A collection of Commodore PET computers and peripherals from 1977 thru 1986.

Computers and the Cold War
– *Jon Siefken and James Supp: Bannerman Auctions*
Cryptography and Computers from the Cold War. Like the US Space program, it took pioneers of the information age and high-stakes geopolitical interests to get so many of these projects off the ground...come take a look and learn more about the hardware and technology that came about from this race for intelligence supremacy.

Comstar Star 4 a 4004 based Industrial Computer
– *Christian Liendo*
An exhibit featuring a 4004 based Computer and documentation.

Core64 Interactive Core Memory and 6502
– *Andy Geppert*
Enjoy a hands-on exhibit with Core Memory, a 6502, and Neon Pixels. Celebrate the recent 50th Anniversary of the 6502 by interacting with the microprocessor using a magnetic stylus and Core Memory and getting a new 6502 T-Shirt. See magnetic flux come alive in Core Memory with flux visualization. Learn all about Core Memory and its place in the computer history timeline. Try your hand at making some MIDI music with Core Memory used as a MIDI grid controller too!

D.R.E.A.M Microcomputer and more – *Kris Sekula*Interactive/hands-on demo of Motorola 6800-based microcomputer created by Michael J. Bauer. Its construction was detailed in Electronics Australia in 1979, and it included a monitor program called CHIPOS (Compact Hexadecimal Interpretive Programming and Operating System) and a CHIP-8 interpreter.

DE68 - 1976 complete Motorola 6800 based Briefcase computer by DECO, Oakland, CA
– *Stanley Ruppert*
Exhibiting the DE68, a fully self-contained portable Motorola 6800 microcomputer system, was designed and commercially sold by Digital Electronics Corporation (DECO) in Oakland, California, during 1976 and 1977.

Early (and rare) 8-bit personal computers
– *George Hines*
A demonstration of early personal computers released in the late 70s and early 80s including: APF Imagination Machine (1979), Interact (Model One), Home Computer (1978), Ohio scientific (OSI) Challenger 4P (1979), Trs-80 model 1 (1977), Trs-80 color computer 1 (1980), Commodore pet (replica, originally introduced 1977), Sinclair ZX81 (replica, originally introduced 1981) And possibly others...

Early Home Computing - Typing it in!
– *David Henderson*

Early Microcomputers and More!
– *The Computer Museum @ System Source*
An exhibition of early microcomputers that shaped modern computing.

Educational Computer System from Germany
– *Michael Wessel*
An exhibit presenting 3 influential educational computer systems from West Germany from the early to mid 1980s:
- Busch 2090 Microtronic Computer System from 1981
- Kosmos CP1 Computer System from 1983
- Philips MasterLab MC-6400 from 1984.

eMate Estate – *Dan*
Discover Apple Computers incredibly brief foray into low spec portable computers for the education market! These 'laptops' are actually Apple Newton PDAs with larger screens, a built in keyboard, and peak 1990's industrial design. Get hands on with working systems to learn about both the software ecosystem and the hardware details!

Forgotten Media Recovery – *Richard Hopton*
At this exhibit you'll learn about what "mass" storage looked like before CDs, DVDs, or USB flash drives happened, and hear some super nostalgic noises from these forgotten miracles. Have a disk for a removable drive, but no way to read it? Bring it along and we'll try to image it and drop it on a USB for you! We'll also have some drives and media deconstructed for you to see how the magic happened.

Friends of the Palo Alto Library
– Friends of the Palo Alto Library Book Sale
Vintage Computer Books, Software & Ephemera

Exhibitors, continued...

Hand Printed Retro Computer T-Shirts
– ANova Print T-Shirts
A vendor selling various designs and logos on hand printed t-shirts.

History and ... *– Bob Warren*
Showcase two amazing machines: Atari Mega STe with Blue SCSI and other neat upgrades. Also a historically significant Mac IIfx used for Claris development!

Inside the Sphere Microcomputer! *– Ben Zotto*
A rare working 1975 Sphere micro, one of the earliest personal computers, will be ready for your exploration. With its metal case replaced by new acrylic panels, you'll be able to see inside this strange and important machine with its crazy ribbon cables. Additional Sphere ephemera and materials will also be on display.

J-PC ZÖNE *– Duncan Mac Dougall*
They represent many running examples of impressive platforms from Japan that most of the West missed.

LSI-11 Mod Squad *– Steve Toner*
From bootstrap to wire wrap. Don't fall into the "museum piece" trap. LSI-11s were made to be hacked.

MagWEST *– Gene Greyband*
Rock out August 14-16 at MAGWest, the biggest music and gaming festival on the west coast! This 3-day celebration is built by and for nerds, and packed with live concerts, pool parties, cosplay, and so much more! Enjoy non-stop video game and anime music all weekend, plus a huge 24-hour free-play arcade.

MEGA65 *– Dan Sanderson*
The MEGA65 is a modern recreation of the unre-leased Commodore 65, an FPGA-based personal computer with a deep connection to its Commodore heritage that you can own today. Dan Sanderson is a member of the MEGA65 team, maintainer of the KERNAL ROM and documentation, and the author of Dan's MEGA65 Digest, a monthly newsletter. https://mega65.org/

Modulation? Demodulation? Does it ever end?
– Chris Satterfield
Come see and experience some Fun with Modems! We'll have a variety of fun experiences all based around real, telephone line based, dial-up modems.

Museum of Art and Digital Entertainment *– Peter*
MADE is a game museum in Oakland. We will be showing a selection of vintage computers and/or consoles running video games.

Mystery Orchards *– Jeff Luan*
An exhibit of various Apple prototypes as well as other Apple-adjacent oddities from the exhibitor's collection.

Olson and Dynabyte S100 demo
– George W. Kauffman
A display demonstrating a working CP/M Olson S-100 Byt-8 system with SA400 floppy drives. Also, a working Dynabyte DB8/2 CP/M S100 system.

Olson and Dynabyte S100 demo
– George W. Kauffman
A display demonstrating a working CP/M Olson S-100 Byt-8 system with SA400 floppy drives. A rare early home computer. Also, a working Dynabyte DB8/2 CP/M S100 system.

Project IVY - Keeping Portables Alive
– Project Ivy
Project IVY is all about my love for portable computers. I always enjoy exhibiting my favorite machines, all restored by me. As always I have the first ever IBM ThinkPad, the 700C, the famous Butterfly ThinkPad 701C, the rare and robust GRiD Compass II, and a selection of palm top PCs. Along with other interesting computers I've restored. All are functional and ready for hands on usage

Pushing the Boundaries of AMIGA SCSI
– Stefan Reinauer
Starting out as a reproduction of the Amiga 4091 SCSI controller, this project has moved to improve and innovate the original design into what is now the fastest and most modern Zorro III SCSI controller ever built. The new A4092 is much faster, easier to build and debug, and more stable than its ancestor.

Puter's Retro World: The Nabu Experience
– Bob Dalquest
Come discover the Nabu, an ahead-of-its-time Z-80 based personal computing solution from 1982 that pioneered a pre-Internet vision of delivering digital content to homes and schools via the local cable TV network.

Re-Falcon 030 *– Steve Suavek*
Presenting the one and only Atari Falcon 030 replica motherboard called Re-Falcon. Exhibited with newly designed fully mechanical STF/Falcon drop in replacement keyboard featuring cherry switches and programmable RGB backlighting in translucent Falcon compatible enclosure.

Retro storage solutions (ZuluSCSI, ZuluIDE) and more
– Rabbit Hole Computing
Exhibiting ZuluSCSI and ZuluIDE Computer storage emulation products.

S100 Bus. IMSAI old and new *– Jay Cotton*
An exhibit featuring an IMSAI computer from 1976 and New IMSAI from 2025.

Scanning by hand *– Thomas Daede*
Want to scan something in the early 90s, but a flatbed scanner is too expensive (and the Thunderscan from last year was too terrible)? Try the Omron Handy Scanner, which can scan anything as long as you have a steady hand, and your subject is less than four inches wide. Digitize a photo/drawing, edit with contemporary Japanese paint software, and make a hard copy!

Selling Vintage Computer Games! *– Chris Kohler*
Vendor selling vintage computer games for many different platforms, vintage computer hardware and accessories, as well as classic console games / hardware and related books / ephemera / etc.

Sinclair Computers *– Steve*
Sinclair was a major player in the UK home computer revolution, facing up to Acorn, Amstrad and of course the international competition. We showcase Acorn computers from the humble MK 14 through to the Spectrum +3 and the Timex Sinclair US variants.

Spectre: Early 90s 3D gaming on the Macintosh with networked combat – *Joe Hanna*
Come experience the 1990s Macintosh game Spectre. Navigate your tank through a 3D battlefield. Compete against your opponents connected via an AppleTalk network using equipment from that same period. A sample of systems will be on hand from 16 Mhz to over 200 Mhz. Play in color or Black & White

Sun2, Sun3, and early Ethernet Hardware
– *Robert Harker*

Takeru Kiosk – *Takeru*
Offering a kiosk for writing floppies from a software catalog.

Tele-Typin' Zone – *Dustin Williams*
"TTY? You mean a Teletype?" Yes, but no! Come see the revolutionary technology that enabled the deaf to communicate freely for over half a century, all from the comfort of their own homes.

The Compact Macintosh Garden – *Steve Brunwasser*
A showcase of the original line of Apple Macintosh computers, starting with the original Macintosh released in 1984. Celebrate 42 years of the Mac and take a look at where it all began. Experience running software off floppy disks, and play classic video games in all their black and white glory.

The Intel 8085, 50 Years and counting.
– *Francis Bauer*
The Intel 8085 8-bit microprocessor played a large role in the beginning of the microcomputer and eventually the embedded processor industries. The 80C85 variant was used in the Radio Shack TRS-80 Model 100 notebook portable computer and also NASA's Sojourner Mars rover. This exhibit features a number of 8085 trainers and diagnostic products.

The Pizza Box Macintosh Lcs – *Michael Z.*
The Macintosh LC line was ubiquitous in school computer labs in the early to mid 1990s. The LC was colloquially referred to as a "Pizza Box" Mac because the case's low height and squarish proportions resembled the aforementioned food container. The original case design saw three updates before being discontinued in the mid 90s. Come check out all four revisions of the Pizza Box LC, each matched with some of the entertainment and edutainment software that would have been used with it.

The UNIX Office: Mid-1990s SGI and Sun Microsystems Workstations – *J.P. McGlinn*
Exhibit description: When a PC wasn't quite enough, engineers, developers, and technical professionals turned to UNIX workstations for graphics, software development, web publishing, and technical documentation. Explore the systems that powered professional computing in the era when the World Wide Web was emerging and the foundations of the dot-com boom were being built.

TRS-80 Model 1 Software – *Alex*
Exhibit featuring TRS-80 Model 1 software from the late 1970s / early 1980s from CLOAD Magazine and also games and programs developed by myself, running on an original TRS-80 Model 1 with Expansion Interface and Floppy Drive.

Under the Sea – *Zachary Calcagno*
The year is 2003, and it's your 12th birthday! Finding Nemo is all the rage, and you're *all* for it. Your birthday is everything Nemo themed, and to go with it, you've got a dozen of those old clamshell iBooks since they're so cheap now to go with! Enjoy some quake and other wonderful games in a wireless LAN of just clamshell iBooks for this wonderfully aquatic event.

Vector Sound – *Chris C*
Vector art and a slice of pi.

Vintage 90s store display + Segasonicfan Designs Retro PCB add-ons! – *Segasonicfan*
A celebration of all things 90's Sega, with Virtual Boy too! A display of boxed Sega consoles and accessories, including some rare imported treats and consoles for play!

Vintage Computers from the 1960s and 1970s
–*Vintage Computers from Sellam Ismail*
Experience old technology that made up computer circuits in the 1960s and 1970s before the IC took over.

Weird IBM PCs – *Tube Time*
Check out these odd and rare variations of the IBM PC, including one that can pretend to be an IBM mainframe computer and another that can act as a fancy terminal.

Whackadoodle! - An interactive hardware game for the C64 ! –*Joeri_C64*
Whackadoodle! is a fast-paced, original arcade-style game for the Commodore 64 that uses a custom light-up button controller to create a physical "whack-a-mole" experience.

What's NeXT? – *TT Design*
This exhibit explores the era when Steve Jobs was at NeXT through two machines that defined it: a NeXT Cube (1990) and a Macintosh SE/30 (1989). Depending on how the stars align, you might hear what they sound-like, interpretive sound art, see some gear mods including TT Design hardware, or catch the exhibitor going down a last-minute unplanned rabbit hole.

WiFi Retromodems and WOPR Computer Replicas
– *tattlersolutions.com*
Selling replacement WiFi PCBs for Hayes, Atari, Sportster and Courier modems. I will also be selling a 1U WOPR LED panel as a tribute to cinema's most iconic AI supercomputer.

Xerox Workstation History: From Alto to Daybreak
– *Josh Dersch*
Come see how desktop publishing, printing, networking, programming, and the graphical user interface evolved from 1973-1988 by playing with the real thing! We will have Xerox Alto, Dolphin, and Daybreak systems up and running a wide variety of software for your enjoyment and education.

You Drive Me Crazy: Fast-Loading Solutions for Commodore – *Theodoro Koulis*
This exhibit explores the world of fast-loaders for the Commodore line of computers. We showcase the ingenious software and hardware solutions, from classic 1980s speed boosters to modern solutions, that drastically accelerate file transfer from cassette tapes and floppy diskettes.

SPECIAL SCREENING!

SATURDAY, AUG. 1, 2026 @ 6:00 PM

Join us for an early screening followed by a Q&A with the Director and others in Hahn Hall!

OSBORNE

THE MAN WHO WOULD BE KING

TRILOK FUSION MEDIA & ITVS PRESENT

A FILM BY ANAND KAMALAKAR "OSBORNE - FATHER OF THE PORTABLE COMPUTER"

DIRECTOR OF PHOTOGRAPHY MARK HUBATSEK ORIGINAL MUSIC BY JOHN McDOWELL GRAPHICS BY BRENT C. FERGUSON PRODUCED BY ANAND KAMALAKAR & ZAKIR THAVER

CONSULTING PRODUCER FOR ITVS NOLAND WALKER SUPERVISING PRODUCER DAVID EISENBERG EXECUTIVE PRODUCER LOIS VOSSEN EXECUTIVE PRODUCER CARRIE LOZANO DIRECTED AND EDITED BY ANAND KAMALAKAR

www.osbornefilm.com

iTVS

OSBORNE, THE MAN WHO WOULD BE KING

DOCUMENTARY SCREENING AND Q&A

WHILE JOBS AND GATES ARE HOUSEHOLD NAMES, TECH LORE HAS FORGOTTEN OSBORNE, INVENTOR OF THE PORTABLE COMPUTER. FROM SOUTH INDIA TO SILICON VALLEY, HIS JOURNEY CHANGED THE COMPUTER WORLD. ANAND KAMALAKAR'S NEW DOCUMENTARY, "OSBORNE, THE MAN WHO WOULD BE KING" CAPTURES HIS REMARKABLE STORY.

COME JOIN ANAND AS WE SCREEN HIS NEW DOCUMENTARY, AND STICK AROUND AFTERWARDS FOR A LIVELY PANEL DISCUSSION AND Q&A SESSION.

THE PANEL WILL INCLUDE SOME VERY WELL KNOWN NAMES, INCLUDING: THE DIRECTOR, LEE FELSENSTEIN, MIKE HESLY, DAVID CARLICK AND POSSIBLY SOME MORE.

PANEL: LEE FELSENSTEIN, MIKE HESLY, DAVID CARLICK

1946 - 80 years ago

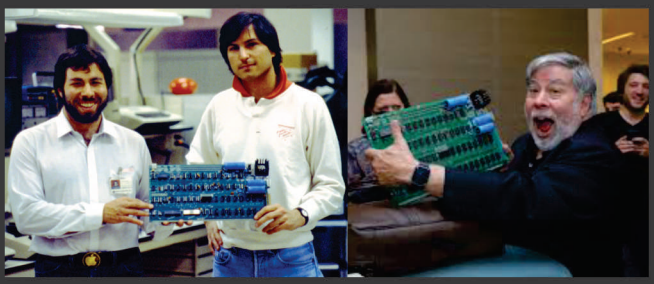
Public unveiling of ENIAC, (Electronic Numerical Integrator and Computer,) the first programmable, electronic, general-purpose digital computer, consuming 1,800 square feet, weighing 27 tons. It contained about 17,468 vacuum tubes and 70,000 resistors.

1956 - 70 years ago

Introduction of the IBM 305 RAMAC, the first commercial computer using a hard disk drive (HDD). This established the foundation of modern disk storage.

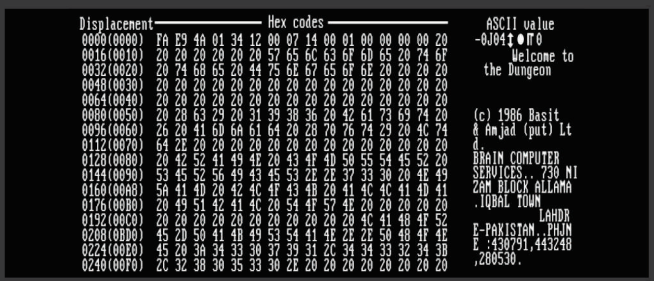
1966 - 60 years ago

Expansion of the System/360 family with new compatible mainframes. System/360 introduced a common architecture across an entire product line, a concept still used today.



1976 - 50 years ago

First public demonstration of the Apple I, one of the first practical personal computers and the product that launched Apple.



1986 - 40 years ago

The first IBM-PC Virus "Brain," marking the beginning of the modern PC malware era and the cybersecurity industry that followed. Brain affects the PC by replacing the boot sector of a floppy disk with a copy of the virus. The real boot sector is moved to another sector and marked as bad.

Our Sponsors

the computer museum at system source

CHM Computer History Museum

One Maybe Two Retro

commodore est. 1958

ALL ACCESS PASSES .COM

Credentials and Merch for the Entertainment and Event Industries

Silicon Siren

VCF Badges and Program Designed by Mike@AllAccessPasses.com

VCF After Dark

6:00 pm Downstairs

Food Stations Open Late

Cash Bar

Seating For Sitting

VCF Food Menu

Salads

Grab 'n Go Sandwiches

BBQ Station

Scan For More Details

Coffee

Burgers and Dogs

See website for pre-ordering and other details. Actual food is in much higher resolution.

Hello, world!

Welcome to the Vintage Computer Festival West 2026. 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 amazing museum all around us: they're a terrific host and worth a return trip. Be sure to talk about us online: #vcfwest

Happy computing, - The Vintage Computer Federation

Vintage Computer Federation

Our mission is to preserve computing history through education, outreach, con-servation, 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.

In addition to Vintage Computer Festival West, we also own VCF East (New Jersey each spring). There are also 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/)

If you are interested in creating your own chapter or festival, please email us at:

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