History of Computing
Digital Time Capsule Project

You will be selecting and researching ten (10) significant events in computing history. Refer to the provided list on the next page to find inspiration, or explore other events that interest you.

Step #1:
Select 10 milestones that represent different eras, fields, and global impacts. Aim for a diverse range, including:

- Groundbreaking inventions: (e.g., the first personal computer, the internet, smartphones)
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- Unexpected events and turning points: (e.g., the Y2K bug, the rise of cyber threats, data privacy challenges)
- Emerging trends and future possibilities: (e.g., quantum computing, robotics, virtual reality)

Step #2:
For each event, conduct thorough research to understand its context, impact, and significance.

Using the provided template, you will:
- Find an image that represents that event and insert the image anywhere on Slide 2
- Link the image that you inserted onto Slide 2 to the appropriate event slide using the directions on Slide 2. The first event in the timeline will be Event #1, the second event in the timeline with be Event #2, etc. When in Slideshow view, someone should be able to click the image and be taken to the slide with the event information on it.
- Type the event and the date it occurred in its appropriate spot on the History of Computing Timeline on Slide 3.
- Complete the appropriate Event slide by answering the four questions given to you on each slide. Also be sure to include an image. This could be the same image that you used on Slide 2 or a different image.

Refer to the rubric to see full grading criteria.

Step #3:
You will complete a gallery walk of all Digital Time Capsules. While participating in the Gallery Walk, you will complete the Student Gallery Walk Sheet.

Some Important Events in Computing History

1. **1901:** Herman Hollerith develops punch card technology for the US Census, paving the way for data processing.
2. **1936:** Alan Turing publishes his groundbreaking paper on computable numbers, laying the theoretical foundations for computers.
3. **1937:** John Atanasoff and Clifford Berry design the Atanasoff-Berry Computer (ABC), considered the first electronic digital computer.
4. **1941:** Konrad Zuse completes the Z3, the first fully functional, programmable, and automatic digital computer.
5. **1943-1945:** Colossus Mark 1 and 2 computers used by the Allies in World War II to break German Enigma codes.
6. **1946:** ENIAC (Electronic Numerical Integrator and Computer) is unveiled, marking the beginning of the Electronic Age.
7. **1947:** The transistor is invented at Bell Labs, revolutionizing miniaturization and efficiency of electronic devices.
8. **1951**: UNIVAC I (Universal Automatic Computer I) is the first commercially available computer delivered to the US Census Bureau.
9. **1953:** Grace Hopper develops the first compiler, simplifying programming with the introduction of human-readable languages.
10. **1957:** John Backus invents FORTRAN, the first widely used high-level programming language.
11. **1960s:** IBM 360 series introduces integrated circuits, paving the way for mass production and affordability of computers.
12. **1964:** Douglas Engelbart demonstrates the first prototype of a computer mouse at the Fall Joint Computer Conference.
13. **1969:** ARPANET, the precursor to the modern internet, becomes operational with four initial nodes.
14. **1970s:** Altair 8800, the first commercially successful personal computer, kicks off the home computing revolution.
15. **1971:** Intel releases the 4004 microprocessor, the first commercially available CPU in a single chip.
16. **1973:** Xerox Alto introduces the graphical user interface (GUI), paving the way for user-friendly computing.
17. **1975:** Microsoft is founded by Bill Gates and Paul Allen, beginning its journey as a software giant.
18. **1976:** Apple Computer I and II bring personal computers to a wider audience with user-friendly features.
19. **1977:** Commodore PET and TRS-80 are released, further expanding the personal computer market.
20. **1979:** VisiCalc, the first commercially successful spreadsheet software, revolutionizes business computing.
21. **1981:** IBM PC is released, setting the standard for future personal computers and ushering in the PC era.
22. **1982:** Lotus 1-2-3 spreadsheet dethrones VisiCalc, demonstrating the power of application software.
23. **1983:** Apple Lisa introduced with a mouse and GUI, offering an alternative to the IBM PC.
24. **1984:** Macintosh computer is launched with its iconic user interface and innovative features.
25. **1985:** Microsoft Windows 1.0 released, marking the beginning of its domination in the desktop operating system market.
26. **1986:** Commodore Amiga with advanced graphics and multimedia capabilities challenges the dominant PC and Mac platforms.
27. **1987:** Adobe Photoshop is released, becoming the industry standard for image editing and manipulation.
28. **1988:** World Wide Web is invented by Tim Berners-Lee at CERN, laying the foundation for the internet as we know it.

29. **1989:** Nintendo Game Boy revolutionizes handheld gaming with its portable design and interchangeable cartridges.
30. **1990s:** Mosaic web browser popularizes internet access, making it user-friendly for the general public.
31. **1993:** Yahoo! and Amazon are founded, laying the groundwork for online search and e-commerce.
32. **1994:** Netscape Navigator browser challenges Internet Explorer, sparking the "browser wars" and accelerating web development.
33. **1995:** Windows 95 released with a user-friendly interface, solidifying Microsoft's dominance in the PC market.
34. **1996:** Hotmail launches, making free webmail widely available and contributing to the growth of email communication.
35. **1997:** Deep Blue chess computer defeats world champion Garry Kasparov, raising questions about artificial intelligence.
36. **1998:** Google is founded, revolutionizing search with its page ranking algorithm and transforming online information access.
37. **1999:** Napster's peer-to-peer music sharing service disrupts the music industry, sparking debates about copyright and music distribution.
38. **2000:** Dot-com bubble bursts, highlighting the volatility of internet-related businesses.
39. **2001:** Wikipedia emerges as a collaborative online encyclopedia, democratizing knowledge sharing.
40. **2003:** Skype popularizes online video conferencing and calling, changing communication practices.
41. **2004:** Facebook launches, transforming online social networking and marking the rise of social media platforms.
42. **2005:** YouTube revolutionizes online video sharing and consumption, creating a platform for user-generated content.
43. **2006:** MySpace briefly surpasses Facebook as the leading social media platform, highlighting the dynamic nature of online trends.
44. **2007:** iPhone release with its touchscreen interface and app store reshapes mobile technology and paves the way for smartphones.
45. **2008:** Twitter introduces microblogging, creating a new mode of information sharing and social connection.
46. **2009:** Bitcoin, the first decentralized cryptocurrency, is launched, sparking debate about digital currencies and blockchain technology.
48. **2010s:** Rise of mobile apps and cloud computing, changing how we access and use technology.
49. **2010:** iPad launch further establishes Apple's dominance in mobile technology and expands e-reader and tablet usage.
50. **2011:** Instagram popularity skyrockets with its mobile photo-sharing platform, influencing visual communication and social media trends.
51. **2012:** Rise of artificial intelligence (AI) assistants like Siri and Alexa, ushering in an era of voice-controlled technology.
52. **2013:** Edward Snowden leaks expose mass surveillance programs, raising concerns about data privacy and online security.
53. **2014:** WhatsApp surpasses Facebook Messenger as the most popular messaging app, highlighting the shift towards mobile communication.
54. **2015:** Uber and Airbnb disrupt traditional transportation and hospitality industries with their sharing economy model.

55. **2016:** Pokémon Go phenomenon showcases the power of augmented reality games and location-based technology.
56. **2017:** Rise of esports with competitive video gaming tournaments gaining mainstream attention.
57. **2018:** General Data Protection Regulation (GDPR) in Europe reshapes online privacy regulations and data protection practices.
58. **2019:** Rise of social media influencers and the "gig economy" as online platforms redefine work and marketing.
59. **2020:** COVID-19 pandemic accelerates reliance on technology for remote work, education, and communication, highlighting its impact on social interactions.
60. **2021:** Clubhouse app creates a new space for audio social networking, offering an alternative to text-based communication.
61. **2022:** Metaverse platforms like Decentraland and The Sandbox gain traction, exploring the potential of immersive virtual worlds.
62. **2023:** Generative AI tools like Dall-E 2 and Midjourney revolutionize creative content creation, raising ethical questions about AI-generated art.