

Collection and Organization of Facts Surrounding the History of Graphics Hardware

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Background:

- **The CG hardware field is maturing**
 - Pioneers are retiring
 - Records are becoming hard to find
- **No comprehensive historical record**
 - Wikipedia
 - Deep-but-narrow enthusiast sites
 - Scattering of academic articles, textbook sections and course notes
 - Uncollected specification sheets, press releases, buyer guides, industry talks such as Hot3D, news articles and contemporaneous reviews/analysis

Short Term Project Goals:

- **Create a reliable and open repository**
 - Publicly available
 - Searchable
 - *Every* fact attributed to a citation
- **Shallow but comprehensive coverage of**
 - All companies/research labs
 - Year founded, merger and acquisitions, bankruptcies, etc.
 - All products/projects
 - Release date, price, specifications such as memory bandwidth, etc.

Short Term Deliverables:

- **The public searchable database**
- **Frequently required data products**
 - Charts and tables
 - Ex: Memory bandwidth vs. Year
 - Reliable and continually updated
- **Family tree of companies and labs**

Goal : A reliable and open access database of basic facts, with citations, surrounding the history of computer graphics hardware.

Long Term Goals:

- **Extend the database**
 - Hold technical information about architectures and implementations
- **Identify specific trends and issues and gather in-depth information on exemplar machines**
 - Concurrency
 - Parallelism
 - Bandwidth
- **Use the database and in-depth research as a basis for rigorous academic historical publications**

The Current Team:

- **Two undergraduate CS majors**
 - First year and sophomore
- **Faculty Advisor**
- **Library Liaison**



How You Can Help?

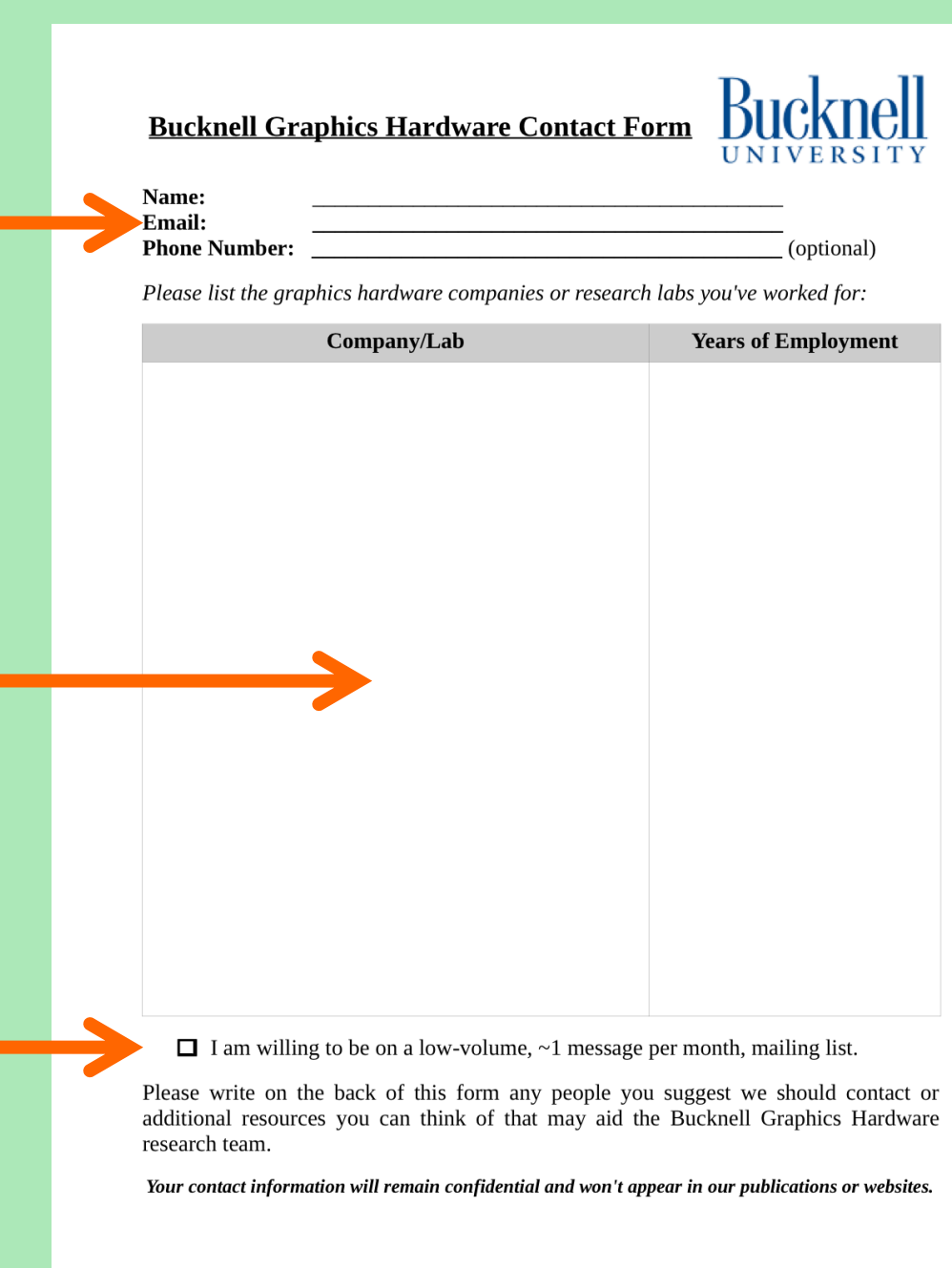
- Volunteer to answer questions about companies/labs you have worked for
- Provide hard to acquire sources

Provide preferred contact information

List the companies you have worked for

Sign up for periodic updates and requests

Suggest other sources or resources



Bucknell Graphics Hardware Contact Form

Name: _____

Email: _____

Phone Number: _____ (optional)

Please list the graphics hardware companies or research labs you've worked for:

Company/Lab	Years of Employment

I am willing to be on a low-volume, ~1 message per month, mailing list.

Please write on the back of this form any people you suggest we should contact or additional resources you can think of that may aid the Bucknell Graphics Hardware research team.

Your contact information will remain confidential and won't appear in our publications or websites.