0 1	PREFACE	2	The Chess Turk	47
	Introduction	2	Cryptography	50
	H. M. Enzensberger and the HNF	4	The puzzle of Enigma	52
	Welcome to the HNF	6	Secret teleprinters Cipher attachments	53
			Mass product: Typewriters	54
0 2	NUMBERS, SYMBOLS AND SIGNALS	12	Typewriter with thousands of characters	55
	The world of symbols	15	Olivetti – Elegance and style	56
	The beginnings in Mesopotamia	16	Authors and their typewriters	57
	Clay tablets and beer brewing	17	Mass product: Calculating machine	58
	Writing, printing, duplicating	18	Office mechanic's workshop	60
	Revolution through Gutenberg	19	Accounting machines	61
	Drawing	20	Automatic telephone exchange	64
	Arithmetic	22		
			THE INVENTION OF THE COMPUTER	66
0 3	THE MECHANIZATION OF		Who invented the computer?	70
	INFORMATION TECHNOLOGY	24	The first computer	72
	Visual and electric telegraphy	28	Components of an early computer	75
	Calculating machines	30	ENIAC – the first vacuum tube computer	76
	The first success story	33	ENIAC on a Chip	77
	Typewriters	34		
	The pastor's writing ball	37	HALL OF FAME	78
	A keyboard for eternity	37	Wilhelm Schickard Blaise Pascal	80
	Cash registers	38	Gottfried Wilhelm Leibniz	82
	Telephones and teleprinters	40	The Leibniz machine	84
	The switchboard operator	41	Charles Babbage	86
	Punched card systems	42	Ada Lovelace	88
	The workhorse of punched card tech.	45	Werner von Siemens	90
	Weaving with perforations	45	Herman Hollerith	92
	Early automation	46	Hollerith machine	93



	Thomas J. Watson Sr. und Jr.	94	Computers in the USA	144
	Alan Turing	96	Computers and space	146
	Konrad Zuse	98	Gemini: Computers in space	147
	Aiken Eckert Mauchly	100	Moore's law	148
	John von Neumann	102	DATEV – Central data processing	150
	Heinz Nixdorf	104	Data storage	152
	Computing with electronics	107	Methods, languages, algorithms	154
	Heinz Nixdorf and Paderborn	108	Admiral Grace Hopper	156
	Heinz Nixdorf and sport	109	The LINC to PC	157
0 6	OFFICE WORK THROUGH THE AGES	110 0 9	COMPUTERS IN BUSINESS AND	
	Counting-house around 1500	114	PROFESSIONS - 1970 TO 1980	158
	Prussian government office 1880	116	Eser 1055	162
	American office in 1900	118	Supercomputers	164
	Typing pool in the 1920s	120	Performance and style: Cray-2	166
	Women in the office	122	Software and computer science	168
	German army office around 1940	124	Minicomputers	170
	Office in the 1950s	126	Word processing	172
			Desk and pocket calculators	174
0 7	WALL OF FAME	128	The first pocket calculators	176
			Hackers	178
8 0	COMPUTERS IN SCIENCE AND		Computers in gambling	180
	TECHNOLOGY - 1950 TO 1970	130		
	Computers in post-war Germany	134 1 0	COMPUTERS FOR EVERYONE – 1980	182
	Computers vor experts: Zuse Z11	136	TO 2000	
	Wolf and Sheep	137	Silicon Valley	186
	Computers in the GDR	138	The first computer with a mouse	188
	Printers – More than black on white	140	The birth of the PC	190
	Analogue computers	142	Computers become popular	194
			A german invention: the Rollkugel	195
			-	

	Computer mice	196	1 2 NIXDORF: PIONEER OF	
	Microelectronics	198	DECENTRALISED DATA PROCESSING	244
	3D without glasses: Deep Frame	201	The corporate history of NCAG	248
	Mobile communications	202	Decentralised data processing	251
	VIP mobile phones	204	First success with the ES 24	252
	9.1.2007: Introducing the iPhone	205	The products of NCAG	254
	Digital photography	206	Nixdorf 820	257
	History of video games	208		
	Computers and creativity	212	1 3 MORE INFORMATION	258
			Reception with robots and game islands	258
1 1	EVERYTHING GOES DIGITAL	214	Student lab and research centre	259
	Interfaces	218	Events in the HNF	260
	PETER, PETRA and Paul	220	F7 Café and more	262
	Living with AI and robotics	221	How to get here	264
	Theseus: The mouse in the labyrinth	224	Museum hours	264
	Beppo, the broom-pushing robot	225	Public transport	265
	Nadine: A robot in human form	226	Guided tours	265
	The hitchhiking robot Hitchbot	227	Barrier-free visits	265
	Information any time and everywhere	228	List of illustrations	266
	Digital World	230	Imprint	268
	Smart World	232		
	3D printing	234	Italic headings refer to texts	
	History of the internet	236	that go beyond the exhibition areas.	
	A coffee machine on the internet	238		
	Social Media	239		
	CodeLab	240		
	Data protection	242		