Schedule



Saturday, November 7



Christine Finn
Archaeologist & Author of Artifacts: An Archaeologist's Year in Silicon Valley
9:15 - 10:05
Her book, Artifacts: An Archaeologist's Year in Silicon Valley (MIT Press, 2001), applies an archaeological perspective to Silicon Valley's material culture at the turn of the millennium, tracing how computers move from useful tools to discarded objects and eventually collectors' items—and what this reveals about our digital waste. She studied at Oxford, earning a BA in Archaeology-Anthropology and a PhD on the link between archaeology and poetry. Her research was published as Past Poetic (Duckworth, 2004). She also presents programs and reports for the BBC and contributes to The Times of London.



Tom Jennings
Computer Pioneer and Technological Artist
10:15 - 11:05
For over five decades, Tom Jennings has been making things—mostly physical, almost always intertwined with software, and often with a social dimension. After starting out with an SWTPC 6800 kit in the 1970s and a stint designing onboard data systems for deep-sea operations using Data General Nova computers. He landed at Phoenix Software Associates, where his work led to the development of a portable BIOS ROM compatible with IBM Pcs.

After settling in San Francisco in 1983, Tom Jennings began developing the Fido BBS software, which evolved into FidoNet in 1984. At its peak, FidoNet connected 35,000 systems and half a million users across 100 countries. It was built on anarchist principles and open standards. He later turned an early shared Internet connection into a venture called The Little Garden, incorporated as TLGNet Inc.

Based in Los Angeles, he dedicated himself to socially engaged technological sculptures, earned a Master of Fine Arts (MFA) from UC Irvine's Arts Computation Engineering program in 2010 and taught in the Art and Technology department at CalArts until his retirement in 2019. Today, he is free to create any unusual little thing he likes—currently the Friendly fZ80 MP/M Computer.







Team ReBoot ReWind
Restored Original ReBoot Master Tapes — Vancouver, BC
11:15 - 12:45
[Lunch Break 12:45 - 13:30]
Continues 13:30 - 15:00
In December 2023, Jacob Weldon and Raquel Lin joined forces with Mark Westhaver and Bryan Baker. Together, they launched a social media campaign to find equipment capable of playing the tapes and began the preservation project. Over the past two years, Mark has been responsible for repairing and maintaining the D-1 VTRs and capturing the 260+ tapes that comprise the ReBoot archive; Jacob has compiled a complete inventory of the media and meticulously examined every frame for defects; and Bryan has created the video post-processing pipeline to clean up all the footage. By May 2026, all the master tapes for the series had been backed up; only a few tapes of additional material remained to be transferred, and post-processing was nearly complete. The project's goal is to deliver the media to Mainframe Studios for distribution on physical media and digital platforms.

Jacob Weldon — Co-director, co-producer, and editor of the documentary ReBoot ReWind. He is from Vancouver and works as an editor in the film industry.

Mark Westhaver — A vintage gear expert of his generation. He is a self-taught expert in period video and computer standards, possessing invaluable knowledge of the preservation, maintenance, and recovery of magnetic media. He owns and operates Disappearing Inc.

Bryan Baker — A control and automation specialist by day, a coding wizard by night. A key figure in the ReBoot communities since the mid-2000s, he develops algorithms adapted to the pixel-perfect processing of video signals in order to restore poorly transferred or poorly captured sequences.

Jason Scott



Free-Range Archivist — Internet Archive

15:10 - 16:00

As the Internet Archive's free-range archivist, Jason Scott has been involved in many of its projects over the years, including The Emularity, which allows users to play emulated games and run emulated software directly in their browsers. He has also overseen millions of uploads related to computing history, as well as a ten-year effort to save and digitize a collection of 13,000 manuals for measuring instruments that were at risk of being lost. He is a co-founder of Archive Team, an organization of activist archivists, and the founder and maintainer of TEXTFILES.COM, a collection dedicated to the history of BBSs. He has made several documentaries and has had many friends and enemies.

Dave Plummer



Creator of Windows Task Manager; host of the Dave's Garage YouTube channel.

16:10 - 17:00

Born in Regina, Saskatchewan, in 1968, Dave Plummer joined Microsoft in 1993 and contributed several parts of Windows that millions of people use without knowing who wrote them: the Task Manager, ZIP-file support, and the port of Space Cadet Pinball to Windows NT. He is also responsible for HyperCache for the Amiga and holds six software-engineering patents. He now recounts behind-the-scenes stories from those years on his YouTube channels, Dave's Garage and Dave's Attic.

Sunday, November 8

Gary Bowser (GaryOPA)



Texas Instruments TI-99/4A Pioneer — Oasis Pensive Abacutors / OPA Phoenix Technologies

9:15 - 10:05

Born in Montreal in 1969, Gary Bowser — GaryOPA in the community — is a hardware and software developer and digital design engineer with over forty years of experience in embedded electronics and low-level assembly. Through his companies Oasis Pensive Abacutors and OPA Phoenix Technologies, he designs modern solutions for vintage machines: primarily the Texas Instruments TI-99/4A, but also the MSX, ColecoVision/Adam, and NABU. Now retired and living in Toronto, he has turned his home into a laboratory for late-1970s and early-1980s hardware. He uses it to design and test projects such as memory cards, floppy-disk controllers, and homemade cartridges. He is also releasing code for his older commercial software for the TI-99/4A. He develops in the old-fashioned way on original hardware while leveraging today's AI tools, hoping to bring a new generation to retrocomputing.

No talks

10:15 - 11:05

Leo Binkowski



Game Developer and later Director of Content at NABU

11:15 - 12:05

Leo Binkowski is one of the original programmers of the NABU Network in Canada. In 1982, fresh out of high school, he was told that "people who play video games should make them." And so he did. Leo developed games and software for NABU before becoming its Director of Content Development. More than forty years later, he is helping to preserve and restore NABU's software, hardware, source code, and stories for a new generation of retro computing enthusiasts.

Ken & Roberta Williams (with Al Lowe)



Co-founders of Sierra On-Line

13:00 - 14:30 - Vidéoconférence

Ken and Roberta Williams co-founded On-Line Systems in 1979, which was renamed Sierra On-Line in 1982. They grew the company to nearly 1,000 employees before selling it to CUC International in 1996 for approximately $1.06 billion in stock. Roberta, nicknamed the "Queen of Adventure Games," is the creator of Mystery House (1980, the first graphic adventure game in history), the King's Quest series, and Phantasmagoria (1995)—and received the GDC Pioneer Award in 2020. Ken, who helped build Sierra On-Line into a major game publisher, is the author of Not All Fairy Tales Have Happy Endings (2020). The duo is back in the industry with Colossal Cave 3D.

Continued...

Al Lowe

Creator of Leisure Suit Larry — Sierra Online

For 16 years at Sierra, Al Lowe was the lead programmer on King's Quest III and Police Quest I before creating the cult classic Leisure Suit Larry series, one of the most recognizable franchises of the golden age of adventure games. A former music teacher turned developer, he also composed the music for numerous Sierra games and designed Freddy Pharkas and Torin's Passage.

