



PAVEK MUSEUM  
OF ELECTRONIC COMMUNICATION

# 2024 Annual Report

Volume 37, June 2025



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## Mission

The Pavek Museum of Electronic Communication connects generations by sharing stories of history, art, and technology, inspires innovation through dynamic experiences, and preserves knowledge of the past through historical collections and hands-on education.

## Vision

To be the leading national museum of electronic communication and an empowering community pillar, inspiring in people a lifelong curiosity for history, science, technology, and art.

## Our People



Back Row: Felipe Eguiarte Souza, Kallie Zieman, Rita Morgan, Emily Clausman, Max Raymer  
Front Row: Kaeleen Laird, Nina Larson Weber, Zoe Quinn

## Staff

Jeffrey Bakken, *President*  
Nina Larson Weber, M.A., *Managing Director*  
Emily Clausman, *Major Gifts Manager*  
Luis Felipe Eguiarte Souza, Ph.D., *Curator*  
Kaeleen Laird, *Advancement Manager*  
Rita Morgan, J.D., *Museum Associate*  
Zoe Quinn, *Patron Services Manager*  
Max Raymer, *Operations Manager*  
Kallie Zieman, M.A., *Collections Manager*

## Board of Directors

### Officers

Jeffrey Bakken, *Board Chair*  
*Retired, Honeywell*  
Tom Gavaras, *Vice Chair*  
*Housing First Minnesota*  
Pat Gearty, *Board Secretary*  
*Retired, Motorola*  
Erin Bakken, *Board Treasurer*  
*Retired, Pavek Museum*

### Directors

Elizabeth Ambrose  
*University of Minnesota - Twin Cities*  
Ed De La Hunt  
*Retired, KPRM/KDKK*  
Stuart Devaan  
*Implex*  
Sandy Ellis  
*University of Wisconsin - River Falls*  
Steven Hall  
*Minneapolis Institute of Art*  
Steve Linder  
*Retired, Lakeland Broadcasting*

### Steve Morawetz

*Retired, News Broadcaster and Communications Executive*

### Tom Oszman

*TC Media Now*

### Wendy Paulson

*Minnesota Broadcasters Association*

### Denise Pavek

*Florida Virtual School*

### Damon Riddle

*Meet Minneapolis*

### Dan Seeman

*Hubbard Broadcasting Inc.*



## Letter From the President Introducing 'Pavek Museum of Electronic Communication'

Electronic communication devices provide information portals for people to enjoy entertainment; to receive news (good and bad); to share information at a distance with family and friends; and to communicate for many other purposes. Electronic communication devices began to appear more than 125 years ago, and today, virtually everyone uses them daily. The Pavek Museum exhibits a wide variety of historical electronic communication devices that had been commonly used by families and individuals over the decades.

No matter their generation, almost everyone has had significant, personal relationships throughout their life with various electronic communication devices. Visitors to the Museum are often inspired to share and contrast their own personal memories with others, especially when their party spans generations. History is rich with stories about a multitude of aspects of electronic communication. Some of these relate to the underlying science, technology and engineering; industrial design and styling; business innovation; the communication arts; societal and social ramifications; and many more.

During 2024, we concluded a thorough assessment of the Pavek Museum's current status with a focus on identifying various possibilities for our future. The assessment received significant input from patrons, members, sponsors, employees, directors, donors, and many others.

After considering several alternatives, we enthusiastically chose to focus our mission, purpose, business plan, strategy, and corporate name on embracing the facts, opportunities, and focus summarized above.

*The Pavek Museum of Electronic Communication connects generations by sharing stories of history, art, and technology, inspires innovation through dynamic experiences, and preserves knowledge of the past through historical collections and hands-on education.*

We are confident that the Museum is well-positioned to thrive while fulfilling this mission. We are also confident that this will enable us to provide to patrons and the community knowledge, inspiration and greater understanding of all dimensions of this important aspect of modern human interaction.

Throughout 2024, we honored Museum co-founder Earl Bakken with a self-guided tour showcasing his life-long interest in electronic communication technology, his impact on the Museum, and his legacy of innovation. In celebration of the centennial of his birth, the "EB100" fundraising campaign reached 88% of its \$100,000 goal.

With your continuing generous support, we're excited about 2025 being another year of growth, discovery, and inspiration at the Pavek Museum of Electronic Communication.

Jeff Bakken

President and Board Chair

# By The Numbers

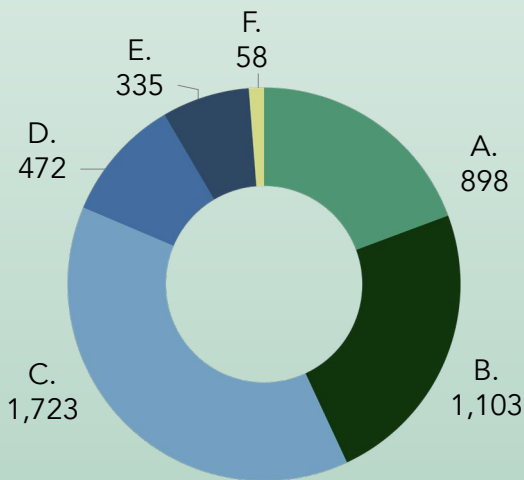
## How Our Volunteers Helped

**21** Active Volunteers

**1,140**  
Hours Donated  
**16.9%** Increase  
from 2023

**\$36,252**  
In-Kind Value of  
Volunteer Hours

## Admissions



**4,589** ↑  
Visitors Served



- A. Adult Events & Programs
- B. Youth Events & Programs
- C. Adult Admission
- D. Member Admission
- E. Student & Youth Admission
- F. First Saturday Guided Tour

## Educational Impact

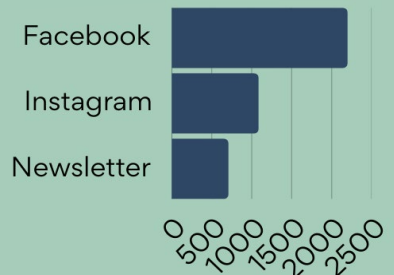


**114**  
Education  
Programs

**1,705**  
Students  
Served

Sign up for our monthly newsletter!

## Our Digital Reach



Facebook Followers: 2,200  
Instagram Followers: 1,087  
Newsletter Subscribers: 710

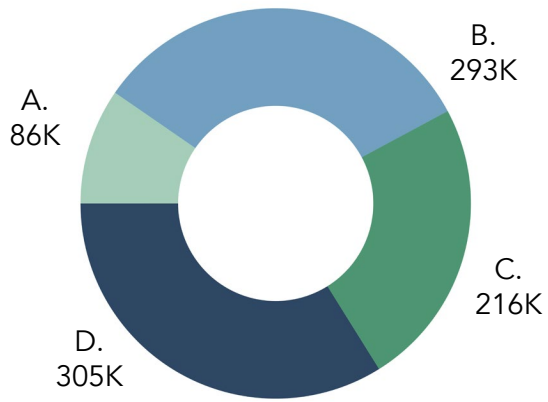
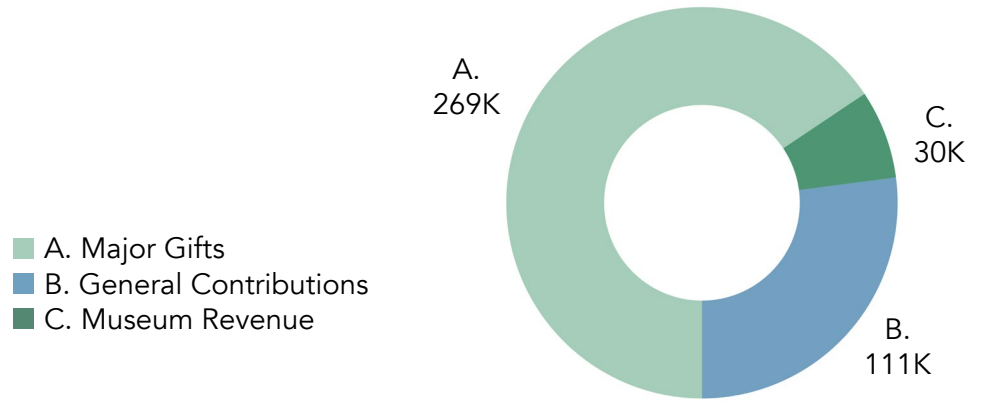


# Financial Report

## Fiscal Year Ending December 31, 2024

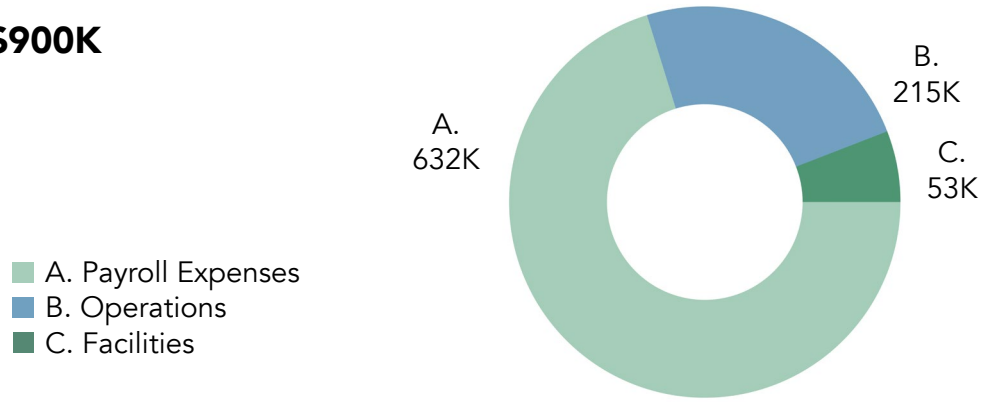
(K = \$1,000)  
(M = \$1,000,000)

### Total Income: \$410K

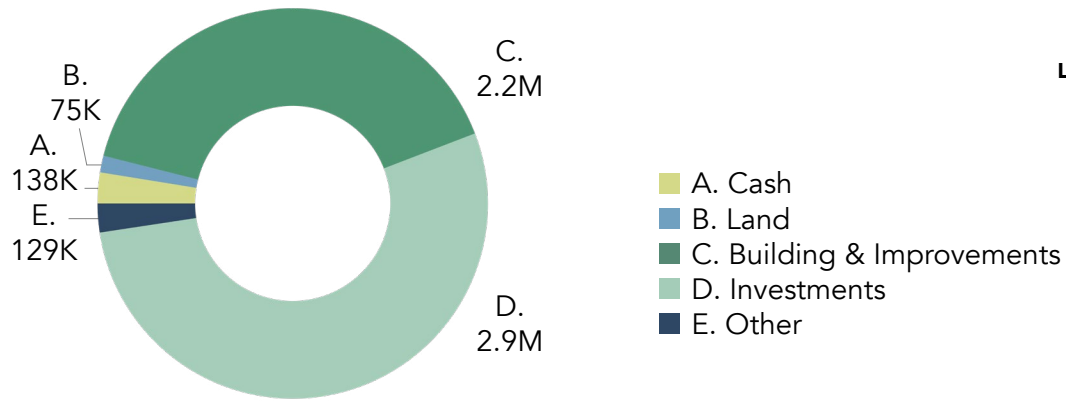


### Expenses by Mission-Based Activity: \$900K

### Operating Expense: \$900K



### Assets: \$4.2M Less Accumulated Depreciation



# In Memoriam

## Remembering Community Members

### Al DeRusha - Hall of Fame Member



Al DeRusha, a celebrated figure in Minnesota broadcasting, passed away at the age of 88 on November 4, 2024. DeRusha's broadcasting career began in 1953, as a mail boy and prop man at WMIN TV (later WTCN Channel 11) and

blossomed into two decades of directing beloved Minnesota programs. He also directed live sports broadcasts for the Twins, Vikings, and North Stars. His career extended into professional wrestling, where he became a key figure in the American Wrestling Association and worked with the World Wrestling Foundation, earning a reputation as a trailblazer in televised sports entertainment. DeRusha was inducted into the Minnesota Broadcasters Hall of Fame in 2015.

Despite his busy career, DeRusha's greatest joy was his family. Known for his humor, warmth, and generosity, he also devoted his time to causes like Special Olympics Minnesota, leaving a legacy of dedication to family, community, and his many crafts.

### Wayne Eddy - Hall of Fame & Board Member



Broadcasting pioneer Wayne Eddy passed away on August 17, 2024, at age 83. A Brown Institute graduate, Eddy co-founded KYMN Radio in 1968 and was a beloved voice on air for over 30 years. He was known for his innovative

programming, including hosting Vikings players live each morning and airing the only NCAA-sanctioned football game on a metric field.

Even after selling KYMN, he remained a vital presence in Minnesota broadcasting through his interview show, *The Wayne Eddy Affair*. Eddy served on the Pavlek Museum Board for over 30 years—seven as chair—and held leadership roles with the Minnesota Broadcasters Association and the National Association of Broadcasters. A passionate community leader and storyteller, his legacy lives on.

### Keith Erickson - Museum Contributor



Keith Erickson was born on July 23, 1945, in Funk, Nebraska. He grew up on a farm, graduated from Axtell High School, and earned a BS in Electrical Engineering from University of Nebraska - Lincoln in 1968. He served in the U.S.

Army at Fort Riley, Kansas by playing in the 1st/24th Infantry Division Band. He was an engineering consultant until retiring in 2014. Keith's lifelong interests included singing in church choirs and amateur radio. He played the tuba and french horn in several community bands, and enjoyed walking and cheering on the Huskers and Twins.

### Larry "Moon" Thompson - Hall of Fame Member



Larry "Moon" Thompson, a cherished Twin Cities radio personality, passed away on January 25, 2024, at age 65. He co-hosted the *Moon and Staci Show* on KS95 from 2002 until his retirement in 2019. Before joining KS95, Thompson

hosted morning shows in Houston, Denver, and Las Vegas. Throughout his career, he was renowned for his humor, warmth, and deep connection with listeners. In 2020, he was inducted into the Minnesota Broadcasters Hall of Fame. His legacy continues to resonate among colleagues and fans, who fondly remember his contributions to the radio industry and the community.

### Al Shaver - Hall of Fame Member



Legendary broadcaster Al Shaver, the iconic voice of the Minnesota North Stars, passed away at 96 on Vancouver Island. Shaver graduated from the Lorne Greene School of Radio Arts, and launched his play-by-play career in Canada before

joining the North Stars for their 1967–68 season. He called every season until 1993, then spent three years with Gophers men's hockey before retiring. A revered figure in hockey broadcasting, Shaver received the Foster Hewitt Memorial Award and is enshrined in both the Hockey Hall of Fame and the Minnesota Broadcasting Hall of Fame.

*Key Circle contributors and above receive In Memoriam acknowledgment.*

# Minnesota Broadcasters Hall of Fame 2025 Inductees

The Minnesota Broadcasters Hall of Fame recognizes individuals in Minnesota's broadcasting industry who have significantly impacted the field and their communities. On March 19, 2025, the 2025 inductees were announced at the Pavek Museum by Pat Kessler. Kessler was inducted in 2024, along with eight other individuals, continuing a tradition that dates back to 2001. This year's induction ceremony and dinner will take place at the JX Venue in Stillwater on Tuesday, September 30, 2025.



Managing Director Nina Larson Weber speaks at the Hall of Fame induction announcement.

The Minnesota Broadcasters Hall of Fame proudly welcomes this year's inductees — broadcasters who have shaped radio and television with passion, creativity, and dedication. From beloved morning show personalities and news leaders, to a sports broadcast legend, pioneering station owners, and a broadcast legacy carried through generations, these individuals have left an indelible mark on Minnesota's broadcasting history for years to come.

– Wendy Paulson, *President, Minnesota Broadcasters Association*

Minnesota Broadcasters Hall of Fame  
Induction Ceremony & Dinner

Tuesday, September 30th

JX Venue 123 2nd Street, Stillwater, MN  
55082

To purchase tickets, visit  
[www.minnesotabroadcasters.com](http://www.minnesotabroadcasters.com).



minnesota broadcasters association



**Dennis Carpenter**  
Milestone Radio  
Ramsey



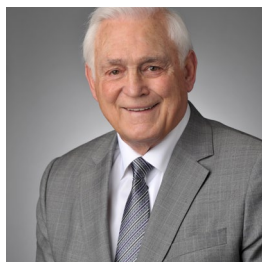
**Brett Paradis**  
Leighton Media  
Alexandria



**Caroline Lowe**  
WCCO-TV  
Minneapolis/St. Paul



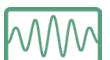
**Al & Linda Quarstrom**  
Q-Media Group  
Pine City, Red Wing & Wabasha



**Lou Nanne**  
Hockey Broadcasting Legend  
Minnesota



**Terri Traen**  
KQRS-FM  
Minneapolis/St. Paul 7





Students at the Minnesota Academy of Science Engineering Fair try their hand at the Turing Tumble.

## Introducing Code Quest

By Nina Larson Weber, M.A.

Code Quest was created in the spring of 2024 and made its debut that fall, using the Turing Tumble game developed by Upper Story, a local company based in Shoreview, Minnesota. This engaging and innovative game teaches players complex computing concepts, like binary code, without them even realizing it. With up to 60 puzzles, players gradually work their way through increasingly challenging tasks, ultimately building a Turing Complete machine.

For our program, we developed a 15-to-20-minute presentation on the history of computing, covering everything from the Antikythera Mechanism to Charles Babbage and Ada Lovelace, Alan Turing, and modern computers. After the lecture, students have 30 to 35 minutes to complete as many Turing Tumble puzzles as possible. The team that solves the most puzzles wins a small prize. In the final 15 minutes, we connect elements of the game to real-world components of an electronic computer, helping students bridge the gap between hands-on play and real computing principles.

We believe a field trip like this—one that introduces computing concepts in a fun and understandable way—is incredibly valuable, especially as computers play an essential role in daily life. Currently, Minnesota school standards do not require students to learn computer science beyond basic typing and internet research skills. However, we feel it is crucial for students to develop a fundamental understanding of how computers work. With no other program like this in the Twin Cities, we wanted to take the lead in offering this unique educational experience. At the Pavék Museum, we are committed to both preserving the past and fostering innovation for the future.

Schedule your next field trip today!

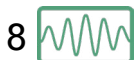


## Through the Screen of Cyberpunk

### How the Subgenre Foretold Our World

By Luis Felipe Eguiarte Souza, Ph.D.

By the 1960s, the science fiction genre was going stale and feeling repetitive. Too many action-filled, space-cowboy operas where a lone male protagonist saved the girl and the galaxy, all with his intellect and physical prowess, saturated the market. Some writers saw that science fiction could be so much more than just a simple hero journey and started to rebel. Writers wanted a writing style that could ask difficult and philosophical questions about the future, technology, and how society and our psyche would change. This is known as the New Wave.

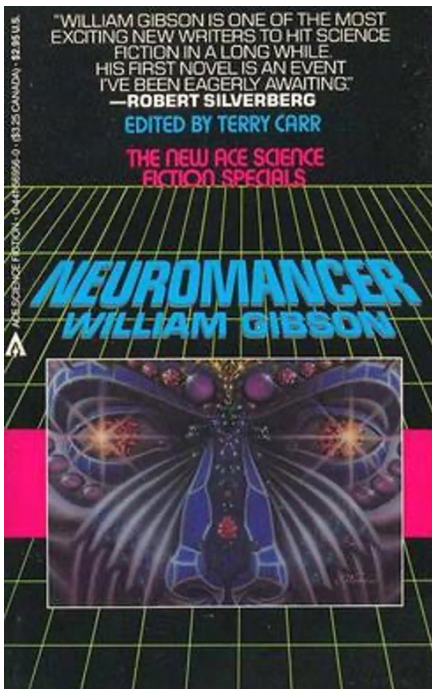


New Wave authors like Phillip K. Dick, Ursula Le Guin, and Philip Jose Farmer made us question our relationship to reality, gender, and technology.



The original Matrix trilogy, directed by the Wachowski brothers, introduced the concepts of cyberpunk and numerous philosophical quandaries to a new audience in the 2000s.

With their books, they began representing the social anxieties of the time. One of these stories was “Do Androids Dream of Electric Sheep?” by Phillip K. Dick. In it, the main character, Richard Deckard, a



*Neuromancer* by William Gibson is the first novel in the subgenre of cyberpunk, serving as inspiration for the original *The Matrix* Trilogy.

hunter of hyper-realistic androids, questions his own humanity and realizes he also might be a robot. It served as inspiration for the 1980s film *Blade Runner*. Within stories like these, we find the inspirations and origins of the subgenre known as Cyberpunk. One of the genre's most iconic books, *Neuromancer*, written by William Gibson, features a washed-up hacker hired to do one final job: fight against powerful artificial intelligence (AI) overthrowing humans. Typically, the genre shows a dystopian future that combines a low-expectation life surrounded by high technological advancements where governments no longer exist. Instead, corporations run the world. Some well-known examples of the Cyberpunk film subgenre include *The Matrix Trilogy*, *Ghost in the Shell*, *RoboCop*, *Akira*, and *Judge Dredd*.

Imagine yourself trying to deliver pizza in a futuristic Los Angeles that is even more densely populated than it is now. If you don't deliver the pizza in 30 minutes, your employer, the Italian Mafia, will kill you. As you run late for a delivery, a young courier tries to hitch a ride on your motorcycle, embroiling you in a plot to use ancient Sumerian magic to mind-control everyone in the Metaverse. This unlikely plot became one of the most influential sci-fi novels, *Snow Crash*, by Neal Stephenson in 1992. In it, Stephenson developed the idea of a virtual reality where people interact and live most of their lives through avatars (characters created to represent you in a cyber universe). The author was inspired to do this through a different means than we would imagine today. Stephenson envisioned cable television as the foundation of his network, rather than the internet,

Sometimes, your imagination can be so powerful that it influences the development of technology..

– Felipe Eguiarte Souza

which would be accessed through goggles and equipment connected to the cable system.

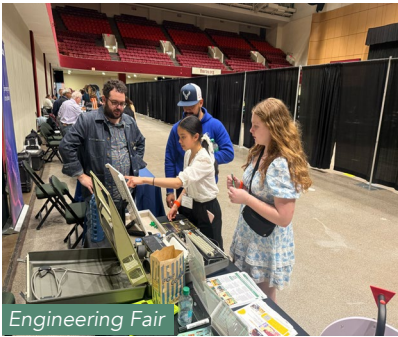
Stephenson's ideas have inspired many of the virtual reality experiences we see today. People have cited *Snow Crash* as the inspiration for programs we currently use, like Google Earth, video games like *Quake* and *Second Life*, and systems like Xbox Live, where people can play multiplayer games and have live conversations during the game. Stephenson significantly influenced Silicon Valley innovation and the creation of Mark Zuckerberg's Meta.

Interestingly, something like cable television, not the early Internet, inspired the way technology now exists. It is hard to imagine how technologies will develop. Still, sometimes, your imagination can be so powerful that it influences the development of technology in a world where AI and virtual reality have become of such great importance that maintaining a rebellious hacker attitude might be necessary for our survival.



The 1980s sci-fi classic *RoboCop* highlights many of the core themes of cyberpunk.

# 2024 In Photos



Engineering Fair



Pavek after Dark: A Minnesota Frankenstein



Connecting Conversations: Joshua Bell



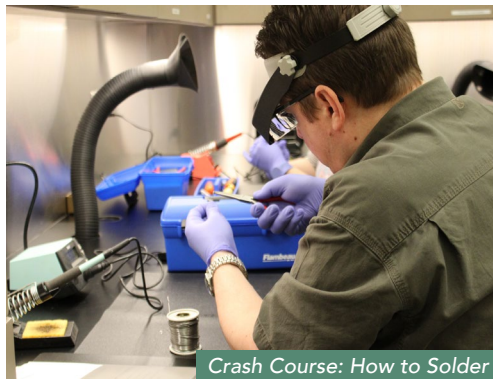
Guided Tour



Havoc at the Pavek: Monster Mashup



Repair Right



Crash Course: How to Solder



Sonic Storytelling: Intro to Foley



Museum Visitors



Broadcast Experience



Dr. Demento Visit



Mike Max of WCCO emcees Pavek after Dark.



Havoc at the Pavek: Monster Mashup



Crash Course: Identifying Components



## Join & Give

### Members, we couldn't do it without you!

Community contributions play a crucial role in upholding the quality and accessibility of our initiatives, allowing us to increase educational offerings, enhance our care of collections, improve and expand exhibits, and so much more.

Members enjoy a year of benefits while supporting our mission to educate people about the science, history, art and technology of electronic communication through unique exhibits, collections, and programs.



### Memberships

#### Family \$85

- Unlimited admission for two (2) named membership holders and all children 17 and under at same address
- Free admission for two (2) guests per visit
- Early access to events and programs
- Member pricing on select events and programs
- 15% gift shop discount
- Reciprocal admission to 350+ museums and science centers worldwide through the ASTC Passport Program

#### Individual \$55

- Unlimited admission for one (1) named membership holder
- Free admission for one (1) guest per visit
- Early access to events and programs
- Member pricing on select events and programs
- 10% gift shop discount
- Reciprocal admission to 350+ museums and science centers worldwide through the ASTC Passport Program

#### Senior \$35 - Individuals over 55

- Individual Membership Benefits

### Circles of Support

#### Sustainers Circle \$10,000+

Includes Family Membership benefits. **New!**

#### Power Circle \$5,000-\$9,999

Includes Family Membership benefits. **New!**

#### Innovators Circle \$1,000-\$4,999

Includes Family Membership benefits. **New!**

#### Key Circle \$500-\$999

Includes Family Membership benefits. **New!**

#### Spark Circle \$100-\$499

Includes Family Membership benefits. **New!**

### Not yet a member?

Visit our [www.pavekmuseum.org/contributions/](http://www.pavekmuseum.org/contributions/) to learn more and sign up.

# Annual Support

## Circles of Support

### Sustainers Circle

\$10,000 or more

Bakken Family WRC Foundation  
*Jeff Bakken*  
*Wendy & Warren Watson*  
*Pamela & Jeff Petersmeyer*

Earl & Doris Bakken Foundation  
*Brad Bakken*

### Power Circle

\$5,000 - \$9,999

David & Donna Pavek

### Innovators Circle

\$1,000 - \$4,999

Tammy Andrews  
Erin Bakken  
Georgine Busch  
Cheryle & Ed Clausman  
Al Dieken  
John & Maureen Drewitz  
Pat & Diane Gearty  
Robert Hubbard  
Bill & Sue Linder  
Steve & Nancy Linder  
KSTP FM  
Michael Merrick  
MISCO  
Kent Peterson

### Key Circle

\$500 - \$999

Jeff Baenen  
Tom Gavaras & Julie Bess  
David Linder  
Mark & Paula Persons  
Julie & Mark Pritchard  
Dave Thomson  
John Watson  
Terry Zickrick

### Spark Circle

\$100 - \$499

Brian Adams  
Elizabeth Ambrose  
Jeanne Andersen & Steve Raymer  
Diane Awsumb  
Ashley Bakken-Martin  
Alexander Bakken  
Daniel Bakken  
Jeff Bakken & Linda Shaw  
Jeff Byers  
Mary Campbell  
Veronica Cary  
Russell & Cynthia Dittmer  
David DeRosier  
Phillip Drexler  
Sandy Ellis & Rick Burgsteiner  
Steve Engelhardt  
Eric Eskola  
William Fox  
Dave Goldberg  
Stuart Goldstein  
John Gordon  
Charles Yancey & Nancy  
Greenness  
Jim Hammock  
Pam Hastings

Robert & Judy Hystad  
David Johnson  
Curtis Jones  
John Kaplan  
Don Klein  
Keith & Gwen Larson  
*In Memory of Charles Bradley*  
Richard Levin  
Jackie Lotsberg  
Warren Malueg  
Maynard Meyer  
Midwest Showmen's Foundation  
*In Memory of Al DeRusha*  
Dennis Murphy  
Nancy Nelson  
Greg Ogden  
Tom Oszman  
Charles Peek & Peggy Trezona  
Brad Phillips  
Chris Podratz  
Roger Reader  
Floyd Romslo  
Bette & Rodney Rosse  
Tim Russell  
Stuart Sanders  
Dave Schultz  
Robert Schultz  
Dan & Cyndy Seeman  
Thomas Sitter  
Joe Soucheray  
Caleb Spooner  
Jerry Stearns  
Debra Stenerson  
Deb Sweeney  
Chuck Ulmer  
Zachary Vex  
Neal Wahlman  
James Webster  
Bill Werner  
W.T. Wilke  
Cathy Wurzer

## Patron Circle

\$0 - \$99

Scott Aamodt  
Michael Aho  
Francis Anderl  
Gordon Andersen  
Darrell Ashby  
Bruce Barsness  
Fred Baumgartner  
Donald Becker  
Martin Beer  
Gary Berkovitz  
Jeffrey Bergstrom  
Kevin Borchers  
Jerry Bronston  
Bruce Browning  
Stephen Bushmaker  
Susan Carter  
Michael Chovan  
Emily Clausman  
Joy Cohn  
Peter Corbett  
Jerry Corwin  
Greg Cotton  
Anja Curiskis & Lois Hall  
John Dillery  
Thomas Dirks  
John Evans  
Rosemary Everson  
Brenda Everitt  
Robbie Erickson  
David Fasching  
Tom Frykman  
H.B. Fuller Company  
David & Lynn Gadbois  
James Gerlich  
Bill Gingerich  
Teresa Greenwood  
Ray Hager  
Jacquelen Hartley  
Rick & Jeannine Helmerichs  
Paul Henderson  
Douglas Hoverson  
Jeffrey Iverson  
Paul Jackson  
Lawrence Jeffers  
Larry Johnson  
Shane Kargel  
Allan Klein  
Joseph Klejwa  
David Kohner  
Roger Kochevar  
Mark Kubler

James LaHaye  
David Lankinen  
Jon LaSota  
Lawrence Livermore National  
Laboratory  
Richard Mann  
Mike Masar  
Thomas Moen  
Jack Neitz  
Hugh Norsted  
Mary Jo Odegaard  
Brian Olson  
Jeff & Cathi Paletz  
Robert Patterson  
Matt Pekarek  
Christopher Perri  
Woody Perkins  
Garry Peterson  
Jon Quam  
Roger Ramberg  
John Rickert  
Craig Rose  
Carol Schaubach  
Raymond Schmidt  
Stephanie Schlecht-Maki  
Tom Sargent  
Diane & Darryl Sannes  
Taylor Smith  
Bradley Smith  
Felix Svatek-Pine  
Dennis Sylte  
Peter Thielen  
Craig Traviss  
Rodney Turnquist  
Kirk Varner  
Paul Whitney  
Niel Wiegand  
James Webster  
Bruce Weinke  
Bill Wolfe

## Event Sponsors

Blaze Credit Union  
Citizens Independent Bank  
Hubbard Broadcasting  
Landmark Center  
Minnesota Broadcasters  
Association  
Westopolis

## In-Kind

Archibald Studios  
St. Paul Neighborhood Network  
WDGY Media



Guests attend *Pavek After Dark: A Minnesota Frankenstein*.

Contributions from our members and supporters form the base of our community support.

The Pavek Museum has been promoting a culture of lifelong learning through unique educational programs, distinctive artifact collections, extraordinary events, and creating exceptional experiences for our supporters since 1988.

Financial and in-kind gifts play a crucial role in upholding the quality and accessibility of these initiatives, allowing the Pavek Museum to strengthen our offerings and community reach.

## Event Sponsorship Opportunities

Pavek After Dark is the Pavek Museum's annual fundraising event, featuring a silent auction and a live radio play.

Havoc at the Pavek is an annual family-friendly STEAM adventure in the Museum, featuring hands-on activity stations.

Contact [kaeleen@pavekmuseum.org](mailto:kaeleen@pavekmuseum.org) with 2025 event sponsorship inquiries. 13 

# 2025 Events & Programs

## **First Saturday Guided Tour**

Join us on the first Saturday of each month at 11 a.m. for a 45-minute guided tour with artifact demonstrations, included with admission. Tours are limited to 15 guests and are offered on a first-come, first-served basis.

## **Connecting Conversations**

Our public lecture series features engaging presentations from experts in the field of electronic communication. Talks are included with admission and free for members, with topics ranging from media history to modern-day innovation.

## **S.T.E.A.M. Saturdays**

On select Saturdays throughout the year, visitors of all ages are invited to explore hands-on activities rooted in science, technology, engineering, art, and math. Each event includes themed experiments, guest exhibitors, and interactive stations. Included in admission and free for members and kids.

## **Member Nights**

Enjoy special after-hours access to the Museum and live demonstrations of historic artifacts, including our spark gap transmitter. These members-only events offers a unique way to experience the exhibits and connect with fellow enthusiasts.

## **Sonic Storytelling: Intro to Foley**

This hands-on workshop explores the art and technique of sound effects in radio, film, and media. Led by a professional Foley artist, the session blends theory with creative experimentation.

## **Podcast Camp**

In this multi-day camp, students explore the evolution of radio into modern podcasting. Participants learn podcast formats, scriptwriting, and production, and create their own episode to be shared online. The camp includes a behind-the-scenes tour of a professional broadcast studio.

## **Repair Right**

Our *Repair Right* course has beginner, intermediate, and advanced course levels available and teaches participants how to diagnose and fix electronic devices. It supports Minnesota's right-to-repair initiative and is open to all skill levels.

## **Pavek After Dark: House on Haunted Hill**

Our annual fundraiser features a live vintage radio play. This year's selection is *House on Haunted Hill*, performed by members of the Minnesota Broadcasters Hall of Fame alongside a professional Foley artist. The event includes food, drinks, popcorn, and a silent auction benefiting the museum.

## **Havoc at the Pavek: Haunted Manor**

This family-friendly STEAM event transforms the museum with themed décor and interactive activities inspired by our annual radio play. Guests follow clues through ten stations to solve a spooky mystery. Pay-what-you-can admission keeps it accessible for all.

## **Volunteer Recruitment Open House**

Curious about getting involved at the Pavek? Join us for a guided tour and meet staff and volunteers to learn how you can support our mission through service.

# Calendar of Programs

## July

- 5** First Saturday Guided Tour
- 12** S.T.E.A.M. Saturday: Art of Electronic Communication
- 16 - 18** Podcast Camp
- 19** Connecting Conversations: Broadcasting Betty Crocker
- 25** Member Night: Spark Gap Transmitter
- 26** Crash Course: Identifying Components

## August

- 2** First Saturday Guided Tour
- 6** Repair Right III: All American Fives
- 9** Repair Right III: All American Fives
- 13** Repair Right III: All American Fives
- 16** - Repair Right III: All American Fives  
- Connecting Conversations: Rewinding Sound

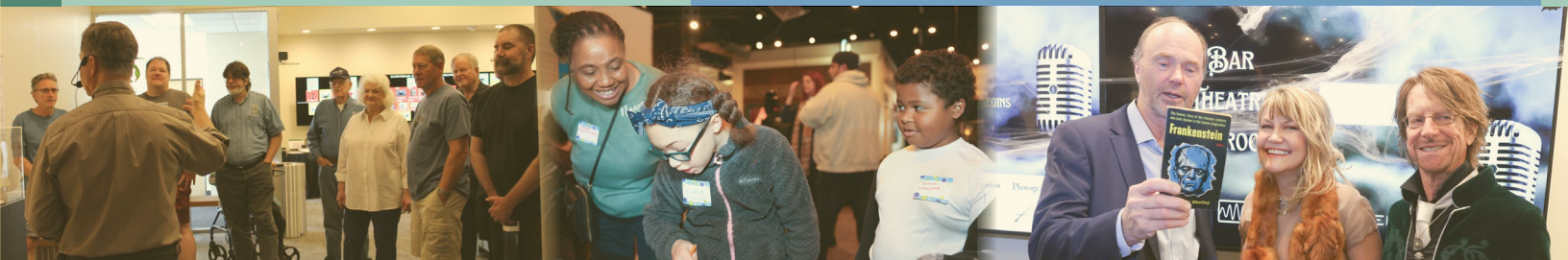


## September

- 6** First Saturday Guided Tour
- 20** Connecting Conversations: Jeff Yost

## October

- 4** First Saturday Guided Tour
- 11** Pavek After Dark: A House on Haunted Hill
- 25** Havoc at the Pavek: Haunted Manor

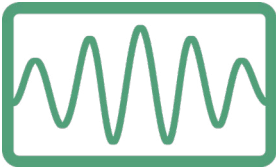


## November

- 1** First Saturday Guided Tour
- 8** Crash Course: How to Solder
- 15** S.T.E.A.M. Saturday: Space Day

## December

- 4** Volunteer Recruitment Open House
- 6** First Saturday Guided Tour
- 13** S.T.E.A.M. Saturday: Electricity Day



Pavek Museum  
3517 Raleigh Ave  
St. Louis Park, MN 55416

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# PAVEK AFTER DARK

## House on Haunted Hill



**Saturday, October 11, 2025**  
5:30 p.m. – 8:30 p.m.

Ticketing  
VIP - \$200  
General Admission - \$125

Member, early-bird 20% discount  
August 1-15, 2025  
VIP \$160  
GA \$100

Keep an eye on your email inbox for  
announcements about *Pavek After Dark:*  
*House on Haunted Hill.*



# HAVOC AT THE PAVEK

## Haunted Manor

**Saturday, October 25**  
10:00 a.m. to 4:00 p.m.

Ticketing  
Pay-what-you-can  
Suggested donation - \$10/11  
RSVP optional - Walk-ups welcome

Keep an eye on your email inbox for announcements  
about *Havoc at the Pavek: Haunted Manor*

