

FANTICS.

8 July, 12 PM.

[Now switched to J&S Set TED.]  
Also rearranged, with fresh-input area at bottom.

THIS AREA IS TO BE THE GENERAL RESIDENT DISPATCHER FOR SCOPE WORK.

ROLLOUT FOR PRINT/PUNCH

DATE OF THIS ROLLOUT: TUESDAY 8 JULY 1969, 12 PM

NAME OF CONTENTS: FANTICS, A SWELLING, WE HOPE, BOOK DRAFT.

DESCRIPTION OF WORK: SOME THINGS HAVE BEEN MOVED AROUND SINCE LAST TIME.

WORK SYSTEMS: AS BEFORE. EVERYTHING IS BEING TYPED INTO THE "LIVE INPUT" AREA (LABEL: "LIVNPT"). FROM THERE THEY ARE BEING COPIED INTO THE DRAFT, CALLED FANTICS (TAG: "FCS"). NOTHING IS BEING ACTUALLY WRITTEN INTO THE "FANTICS" AREA.

REMARKS: ACTUALLY I'M NOT QUITE SURE WHY I'M DOING IT THIS WAY.

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FANTICS.

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SYSTEMS NOTE. EVERYTHING HERE HAS BEEN COPIED FROM AREA "LIVNPT".  
NOTE THAT THERE ARE NO "CHAPTERS." WHEN SECTIONS GET COMBINED INTO  
CHAPTERS IS THE LAST THING ON MY MIND.

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THE GENERAL-PURPOSE SYSTEM TOWARD WHICH WE ARE MOVING (LINE-DRAWING,  
MOVING-TEXT) XXXXX XXXXX XXXXX

AMUSEMENT PARKS XXXXX SECTION: THE UNIFICATION OF SONIC AND VISUAL  
ARTS MOVIE ANALOGY EMPEROR'S CLOTHES BOOLEAN SYSTEMS: JUST THE BEGINNING  
OF WHAT THE MIND NEEDS THE INSIDE STORY ON PROG. ED.: WE HATE TO DO IT,  
HATE TO STUDY IT

IGNORE CLUMSINESS OF EARLY SYSTEMS. THESE WILL BE AS EASY TO USE AS TV  
SETS PROFESSIONALISM, BUREAUCRACY, THE NARROW INITIATIVE-PATHS TO SUCCESS  
IN OUR WORLD SUPER-AUDIO MACHINE CINEMYM "HUMAN FACTORS" XXX NARROW  
CRITERIA OF "HUMAN FACTORS" GENERALLY IRRELEVANT XXX A CHURCH CAN BE  
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VARIABLES AWESOME ARCHITECTURE SWELL NEW PRESENTATIONAL MEDIA, ESPECIALLY  
ALL-AROUND-YOU SOUND XYSOUND, BEAUTIFUL PROJECTION SYSTEMS HOLOGRAPHY  
SECTION: THE NEW-MEDIA WHIZBANG XXX "BRANCHING" AS A WHIZBANG ASPECT OF  
NEW MEDIA

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INTRODUCTION DERIVATION OF TERM "FANTICS": TWO USEFUL ROOTS, "FANEIN,"  
TO SHOW, AND "FANTASTEIN," TO PRESENT TO THE MIND OR EYE. THE LATTER  
WOULD CLEARLY, FROM ITS MEANING, BE THE PREFERABLE ROOT. HOWEVER, THEN  
THE WORD WOULD BE "FANTASTICS," WHICH WOULD HAVE RATHER THE WRONG MEANING.  
IT WOULD ALSO TAKE AWAY THE SENSE: HERE I CAN SPEAK OF "A FANTIC SYSTEM"  
AND MAKE IT MEAN SOMETHING, WHEREAS TO CALL IT A "FANTASTIC SYSTEM,"  
THOUGH PROBABLY TRUE, WOULD CLOUD THE ISSUE AS WELL AS RAISE THE PITCH OF  
DISCUSSION UNCOMFORTABLY.

SECTION: THE FABULOUS WORLD OF COMPUTER DISPLAY. OR, "TOYS AND  
JEWELS"

REVIEW OF HISTORY TOWARD THIS POINT, REWRITTEN IN MY TERMS. "THE  
INFORMATION EXPLOSION" "THE KNOWLEDGE INDUSTRY" SYNNOETICS CYBERCULTURE  
MEDIA BARRAGES MEDIA BARRAGES MCLUAHN'S ONTO IT, EVEN IF HE DOESN'T  
UNDERSTAND THE TECHNICALITIES. BASIC DISAGREEMENT WITH MCLUHAN: THE  
GREAT DIFFERENCES AMONG ELECTRONIC MEDIA, AND THE STUPENDOUS DIFFERENCE  
IT MAKES FRITZ MACHLUP "TEACHING TECHNOLOGY" NELSON'S TIMETABLE

SECTION: THE MYTH OF TECHNICALITY

SECTION: POSSIBLE WORLDS OF VISION AND RESPONSE SUTHERLAND'S STEREO  
SYSTEM

SECTION: "COMPUTER-ASSISTED INSTRUCTION" XXX TUT-TUTORIAL SYSTEMS THE  
RADS OF CAI BRICK-WALL ILLUSTRATION

SECTION: "INFORMATION RETRIEVAL"

SECTION: WHAT EDUCATION IS ABOUT ANYWAY XXX SECTION: SLAMMED MINDS  
XXX THE BIG SECRET: FREE ACCESS TO INTERESTING MATERIALS, CONVERGENT  
MOTIVATIONAL ENVIRONMENT IS THE KEY

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SECTION: HYPERTEXT XXX THE TEXT FACILITY: QUEEN OF THEM ALL XXX  
SPATIAL HYPERTEXT ENVIRONMENTS: CHECKERBOARD, CLOUDS (HANGING IN 3-  
SPACE), SWINGING PAGES IN 3-SPACE

SECTION: STRETCHTEXT

SECTION: HYPERGRAMS XXX BRAIN PROJECT

SECTION: CONTEXT JUMPS

SECTION: AUTHOR'S SYSTEMS

SECTION: SYSTEMS FOR THINKING WITH DATA

SECTION: THE EASE OF USE

SECTION: THE NATURE OF CATEGORIES

SECTION: THE NATURE OF IDEAS XXX MICKEY MOUSE

SECTION: THE NATURE OF THE CREATIVE PROCESS

SECTION: UNITY, STRUCTURE AND FEEL

SECTION: SYSTEMS FOR ALL THESE

SECTION: THE DANGERS OF LOSS

SECTION: ON THE PROBLEM OF KEEPING TOO MUCH

SECTION: A LIBERAL'S HOPES XXX WHERE THESE PROPHECIES STOP

SECTION: SOME BASIC QUESTIONS IN THE PSYCHOLOGY OF THOUGHT AND FEELING

((APPENDICES))

SECTION: TERMINOLOGY

SECTION: HOW COMPUTER DISPLAYS WORK

SECTION: HOW COMPUTERS WORK

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THIS AREA IS FOR LIVE INPUT, IN A PROTOCOL FASHION. THE BOOK GETS PUT TOGETHER IN THE AREA "ECS", AT LEAST FOR TONIGHT. (3 JULY 1969, 10:30 P.M.)

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THESE ARE RANDOM INSERTIONS TOWARD THE BOOK \_\_FANTICS. 2 JULY 1969. XXXXX REVIEW OF HISTORY TOWARD THIS POINT, REWRITTEN IN MY TERMS. XXXXX THE GENERAL-PURPOSE SYSTEM TOWARD WHICH WE ARE MOVING (LINE-DRAWING, MOVING-TEXT) XXXXX THE BIG SECRET: FREE ACCESS TO INTERESTING MATERIALS, CONVERGENT MOTIVATIONAL ENVIRONMENT IS THE KEY XXXXX SUTHERLAND'S STEREO SYSTEM XXXXX AMUSEMENT PARKS XXXXX

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SECTION: TERMINOLOGY SECTION: HOW COMPUTER DISPLAYS WORK SECTION: HOW COMPUTERS WORK INTRODUCTION SECTION: THE MYTH OF TECHNICALITY SECTION: THE FABULOUS WORLD OF COMPUTER DISPLAY. OR, "TOYS AND JEWELS" SECTION: SOME BASIC QUESTIONS IN THE PSYCHOLOGY OF THOUGHT AND FEELING SECTION: "COMPUTER-ASSISTED INSTRUCTION" SECTION: "INFORMATION RETRIEVAL"

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SECTION: POSSIBLE WORLDS OF VISION AND RESPONSE SECTION: WHAT EDUCATION IS ABOUT ANYWAY SECTION: HYPERTEXT SECTION: STRETCHTEXT SECTION: HYPERGRAMS SECTION: CONTEXT JUMPS SECTION: AUTHOR'S SYSTEMS SECTION: THE EASE OF USE SECTION: THE NATURE OF CATEGORIES SECTION: THE NATURE OF IDEAS SECTION: THE NATURE OF THE CREATIVE PROCESS SECTION: SYSTEMS FOR ALL THESE SECTION: SYSTEMS FOR THINKING WITH DATA SECTION: THE DANGERS OF LOSS SECTION: ON THE PROBLEM OF KEEPING TOO MUCH SECTION: A LIBERAL'S HOPES

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SECTION: SLAMMED MINDS SECTION: THE UNIFICATION OF SONIC AND VISUAL ARTS SECTION: UNITY, STRUCTURE AND FEEL NELSON'S TIMETABLE WHERE THESE PROPHECIES STOP MOVIE ANALOGY EMPEROR'S CLOTHES BOOLEAN SYSTEMS: JUST THE BEGINNING OF WHAT THE MIND NEEDS TUT-TUTORIAL SYSTEMS THE BADS OF CAI BRICK-WALL ILLUSTRATION

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((((IT GOT THIS FAR BY 12 P.M.: ONE AND A HALF HOURS ON THE  
MACHINE.))))

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SPATIAL HYPertext ENVIRONMENTS: CHECKERBOARD, CLOUDS (HANGING IN  
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ASPECT OF NEW MEDIA

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COMPLIMENTS OF THE

HYPertext EDITING SYSTEM

CENTER FOR

COMPUTER & INFORMATION SCIENCES

BROWN UNIVERSITY

PROVIDENCE, RHODE ISLAND

8 JULY, 1969

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