INPT1

Live inputs for FCS
through 19 July

[Copy does not include further
live inputs on 22-3 July,
light of this printout.]

xxxxxxxxxx

1

General resident dispatcher for scope

Rollout for print/punch

This is data set "ted2"

Print data set:tedprt1

Date of this rollout: tuesday-wednesday 22-3 july 1969, 1:30 am

Name of contents: "inpt1"-- the live inputs for _tantics to date, in historical order.

Description of work: just a copy of all the inputs, in order.

Work systems: these were copied from dataset "ted" by means of the scope merge program. they came through all right. now printing them.

Remarks: none.

2

This area is for live input, in a protocol fashion. the book gets put together in the area "tcs", at least for tonight. (3 july 1969, 10:30 p.m.)

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These are random insertions toward the book __tantics. 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 minis 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

----- ----- ----- -----

"the information explosion" "the knowledge industry" synnoetics cyber-culture! media barrages media barrages mcluhan's onto it, even if he doesn't understand the technicalities. basic disagreement with mcluhan: the great differences among electronic media, and the stupendous dif-ference it makes fritz machlup "teaching technology" the inside story on prog. ed.: we hate to do it, hate to study it 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 tantic 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.

----- ----- ----- ----- -----

(((((i got this far by 12 p.m.: one and a half hours on the machine.)))))

----- ----- ----- ----- -----

Spatial hypertext environments: checkerboard, clouds (hanging in 3-space), swinging pages in 3-space ignore clumsiness of early systems. these will be as easy to use as tv sets the text facility: queen of them all professionalism, bureaucracy, the narrow initiative-paths to success in our world mickey mouse brain project super-audio machine cinenym "human factors" xxx narrow criteria of "human factors" generally irrelevant xxx a church can be thought of as human-factors designed, anyhow, if you let in enough variables awesome architecture swell new presentational media, especially all-around-you sound xxsound, beautiful projection systems holography section: the new-media whizbang xxx "branching" as a whizbang aspect of new media

----- ----- ----- ----- ----- (tuesday 8 july, 12 pm)

Section: horizons for sale example: fliptych example: moving-screen lord of rings example: hyperfilm of wwii section: art & the arts section: scholarship example: 4-d data structure permitting roman snapshots section: new media components section: the tantic media to 1900 section: the fantic media to 1950 section: the fantic media to 1969 or 1970 section: the meaning of data structure section: text control systems

Section: the computer as media controller nobody foresees media impact, as a rule section: hyper-fantic media of various sorts section: computer-controlled media nicely unified controls controls of sony tc-50 control of all-terrain vehicle helicopter handle airplane "stick" section: the computer is performer section: the only permanent form of storage section: fantasm-type systems section: structured pictures digital storage is perfect digital storage may be safeguarded digital storage of paintings

----- ----- ----- ----- -----

((input of 10 july 1969. just starting productive work at midnight, and i'm exhausted.))

How comp. displays work air controller envt handshake structures
accounting structures the nature of accounting the virtual space of a
conceptual and display environment 'managerial information retrieval' as a
hotcha thing only for the top guys patient records online clerical ir
(another narrow vision) freedom of information for the citizen freedom
from concrete possession of books freedom of education note the number of
roles in our society built around the hoarding of information liebling on
the press nature of the press: ownership viewpoint, press subculture,
domination of the agreed-on, the angle, and the silly the nature of
intelligence and its growth the opposite aims of top and bottom education
the critics of the schools today our media of this century: their
miserable content and yet their common imagery to us all plain halftone
systems three-dimensional scene structures shiplofting, airframe, auto
design systems stationery systems the creativity systems of the past the
record-keeping systems of the past the souvenirs of our world the us
national archive: 2 billion dox

_____ _____ _____ _____ _____ ((1 am 10 july)) general debunk-list:
ir, hum.fact., cai, 'top man' ir debunk also: diagnosis by computer,
automatic dictation, artificial intelligence i do not want to talk about a
world in which machines enter the body, at least prosthetically or
physiologically or innervatively the three basics computers can do for
showing: storage, performance, control (dft order?) music library to
feed through music performance machine interpersonal environments library
arrangements for all digital media chart of falling prices fsm description
of ge fsm system, utah fsm system, denver fsm system, nelson's fsm system
library of fsm 'performances' library of fantasm characters

_____ _____ _____ _____ _____

((1:40 am 10 july))

Info facilities supplementing creative envts the mechanics of springs,
lighting & hush swoop feel can we visualize 4-d cube? can we visualize
calhamer board? additional dimensions more dimensions through color,
smell and sound more dimensions through spring-loading review of my
vision: grand libraries, swooping systems, true education, the preserva-
bility of the heritage income-tax help system (alternatives) convergent
media vs. mere engineering opportunities

_____ _____ _____ _____ _____

((1:48 am 10 july))

Hyper-comics hyper-poetry the danger of sudden electrical destruction i
am assuming peace, of course hypersystems for education in the underdeve-
loped countries the scattered consumption of systems in homes-- now to be
unified cassette-camera timetable for introduction of computer displays in
homes true access to news through hypertext systems today's rock music
light shows "multi-media"

5

_____ _____ _____ _____ _____

((8:20 pm fri 11 july))

O1: digital control, comp disp., dig. libraries 3-d 'tank' response
qualities machines must not make decisions take scientific voting-
districts we must jolly well understand the decisions with which machines
are entrusted what is a medium? viability of medium in society what is a
medium? viability of medium in society conceptual unity of medium
components coupled every which way now electrical coupling of components
concrete physical coupling of components museums & fairs not gi. compu-
ters but special inductive & axiomatic creation expository structures
breaking expository structures the nature of writing the nature of ideas
ideas as annotated connections

((closed 10:48 pm))

_____ _____ _____ _____ _____

Good old sketchpad i sketchpad 3 time dissector for audio, fsm 'true
structure' systems section: the meaning of structured data sooper
prediction whopperoo (short & summary) what's coming is structured media,
not a hodgepodge tv analogy book analogy ((1:15 am 11-12 july))

_____ _____ _____ _____ _____

Creativity systems table of media & their corresponding creativity
systems media that have flopped problems of a medium catching on:
marketing, coherence, simplicity & convenience media, environments, ideas,
communication, feel. ((3:10 am 11-12 july))

_____ _____ _____ _____ _____

((insertions thursday-friday 17-18 july 1969, starting 12:30 am))
feeling-spaces (incl. multidimensional) can we conceptualize multiple
dimensions? the hypercube dashboard environments multi-dim 'feel' clues:
auditory, proprio, kinesth, push-pull, breeze, color, vibration, stereo-
phony, visual stereo the 4-d hypercube the home text console universal
high-performance text consoles news hypertext strategic intelligence
hypertext text editing non-fiction hypertext sphere of interconnectedness
in a large-scale hypertext work the myth and tradition of narrow computer
usage, rigid input structures (hardly sophisticated) what computers are
(brief early remarks) text systems ((12:45 am 17-18 july))

_____ _____ _____ _____ _____

((started 3:20 am, same night))

'most general machine' the creative process: creation of overall strux
by induction/extrapolation; threading on overall strux; comparing overall

strux & corresp.   items & contexts ascap copyright arrangements ((fin 3:30))

     ----- ----- ----- ----- -----

     Xxxxx this is a new live input area, for faster access.

     ((this is the input of fri-sat 18-19 july 69.))

     ----- ----- ----- ----- -----

     The computer is completely misunderstood by the general public.
half-truths and unattractive publicity have succeeded in misleading people
as to what computers are about. specifically, people think computers are
mathematical and rigid, and while a case can be made for both these
qualities, computers can be non-mathematical and non-rigid, as they are in
all the systems to be described here.

     It is necessary to explain what computers are. computers were called
by von neumann the "all-purpose machine," a much more reasonable term. to
remind the reader of this we ought to call them _apm's, but the word
"computer" is too thoroughly entrenched. computers are all-purpose
machines because their purposes and means of functioning are not built in,
but are rather supplied by programs which can be changed. computers are
all-purpose machines because they may be made to control all other
machines, and do so in extremely complicated ways. thus any other machine
can be made a part of a "computer system," and the whole system may be
programmed to do many different tasks or parts of a big task through its
component machines, under a single control. computers are all-purpose
machines because their uses have not all been thought of yet.

Compliments of the

HYPERTEXT EDITING SYSTEM

CENTER FOR

COMPUTER & INFORMATION SCIENCES

BROWN UNIVERSITY

PROVIDENCE, RHODE ISLAND

23 July, 1969

INPT1

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((insertions thursday-friday 17-18 july 1969, starting 12:30 am)) feeling-spaces (incl. multidimensional) can we conceptualize multiple dimensions? the hypercube dashboard environments multi-dim 'feel' clues: auditory, proprio, kinesth, push-pull, breeze, color, vibration, stereo-phony, visual stereo the 4-d hypercube the home text console universal high-performance text consoles news hypertext strategic intelligence hypertext text editing non-fiction hypertext sphere of interconnectedness in a large-scale hypertext work the myth and tradition of narrow computer usage, rigid input structures (hardly sophisticated) what computers are (brief early remarks) text systems ((12:45 am 17-18 july))

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    ((this is the input of fri-sat 18-19 july 6⁰.))

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