

In issue one, volume one of *Radical Software* (Summer, 1970) we introduced the hypothesis that people must assert control over the information tools and processes that shape their lives in order to free themselves from the mass manipulation perpetrated by commercial media in this country and state controlled television abroad. By accessing low cost 1/2" portable videotape equipment to produce or create or partake in the information gathering process, we suggested that people would contribute greatly to restructuring their own information environments: YOU ARE THE INFORMATION . . . Through such decentralization of the information medium, we asserted that the overall information environment of this country could be humanized and revitalized. Defining media ecology as any set of dynamic relationships existing among information tools, information processes and human nutrition the paper focused attention on ecologically valid media processes and their relationship to the social and psychological nourishment of human beings.

In particular it focused on the increasing number of experiments conducted by people using this 1/2" video tool: experiments in producing locally originated programming for closed-circuit and cable tv and for public access cablevision; construction of video information environments/structures/assemblages as related to information presentation and audience involvement; creation of new formats for the presentation of video information; creation of new organic designs for the electronic camera (who says that an electronic camera must be designed so that the cameraman is still shooting with the camera in front of his face); explorations of the unique potentialities of feedback through video and audio *infolding*, and feedback as facilitator in encouraging play between people in pursuit of new life styles and/or as examination of the transformation of the director/actor relationship implicit in video. Long theoretical discussions were printed concerning such concepts as cybernetic guerrilla warfare, triadic logic, biotopological resensitization, nutritive contexts, electronic democracy . . . On the theoretical/practical level discussions of an information based economy led to suggestions of a video distribution plan based on information exchange. And so on.

Most of these experiments, though often requiring a great deal more of the experimenters' patience and time to implement in view of very limited economic resources, consistently produced growth oriented results in terms of the selection of information gathered on tape, and the information process of gathering and assembling that information. Public access evolved from the conceptual state to the implementation state when it was pioneered on Sterling Manhattan and Teleprompter cable systems in New York City this past year. For the first time (as far as we know) cable stations cooperated with video groups and individuals who had been producing and creating many hours of experimental programming for several years with no outlets for their tapes. The public access year ended with a 3-day celebration taking place to inform the people of the city of the existence of community oriented public access channels. (See brief discussion in this issue.) Early this summer, public access on the small town level was pioneered by Woodstock Community Video on Kingston Cablevision. (See letter of agreement between these two parties within this issue.) However, the question of how the community programmers will be paid for their services so that they can support themselves without relying on granting institutions is yet unresolved. Another experiment, the outcome of many smaller experiments, was implemented this summer by Top Value Television (a joint Raindance/Ant Farm project) when it brought together a group of about 30 people from several video groups to provide alternate coverage of the political conventions in Miami. This was the first time that we know of that 1/2" video technology was used to provide alternate, specialized market, coverage of a national event. It is also the first time we know of that money was raised from cable companies in support of a 1/2" video production that did not originate from the cable companies' own production facilities.

Throughout the first volume of *Radical Software* the paper/magazine functioned as a conduit or passageway through which information flowed and was disseminated. Editorial decisions functioned more in relationship to the organization and juxtaposition of pieces of information than in their elimination, and editorial opinion functioned more in behalf of access than in asserting any one particular approach to this new information medium.

As we announced in *Radical Software* #5, we will no longer be turning the major part of our energies towards print production. We expressed the desire, which we maintain, to turn our full-time energies to experiments in information forming and alternate video coverage of events and environments. However, since we feel that the continuation of a print forum of this nature is important (most information of a non-commercial nature is still circulated via print) and since we desire to expand and share our information resources with others, we have decided to farm out most of the issues of this new volume. We feel that this is an important format experiment since each group will bring its own style and bias towards the presentation and selection of information. We also feel that this experiment will lead to in-depth reporting on events and phenomena only casually mentioned in our attempt to service all, or not mentioned at all for lack of room or our own bias. We expect and welcome diversity.

On the back inside cover are some announcements of forthcoming issues, including some which solicit information. Send specific solicited information to the group requesting it. In the case of video directory information, tape distribution and data bank information send it to us and we will either collate the information and forward it to the appropriate groups for publication, or include it in one of the issues which we will be producing.

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This is the second issue of *Radical Software* not distributed by us personally. (The first issue was #5.) Please let us know if you have difficulty in getting *Radical Software* or if our service or that of our publisher is not satisfactory.

The Raindance Foundation, which originally published *Radical Software*, is a non-profit corporation dedicated to research, development and innovative implementation in communications media. Contributions are appreciated and tax deductible.

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Forthcoming Issues of Radical Software

VIDEO BALL video group of Antioch/Baltimore will focus on the use of media (especially vtr) as an instrument of individual, institutional, and social change and/or growth. They would like you to send them information pertaining to group interactions, community video (action projects, oral history), CATV program designs and formats, specialized playback environments, internal institutional uses, interactive experiments, education and training designs, economic support bases (alternatives to and development of), vtr and mental health. If you won't, can't or would rather not write, send audio tapes, video tapes, graphics, photos, illustrations or telephone person-to-person to Alan Kaplan or Tom Johnson, Antioch/Baltimore, 301-752-3656. They will write up the information and send you a transcript to edit for "ok." GET INFORMATION TO THEM BEFORE NOVEMBER 25. Write to Videoball, Antioch Videolab, 525 St. Paul Place, Baltimore, Md. 21202.

Billy Adler, John Margolies, Van Schley, and Eileen Fegalove of GREAT BALLS OF FIRE will take an alternate look at commercial television: tv stars at home (as taken from the outside), tv accessories and architecture, tv generated gadgets, interviews with Dennis James and a tv repairman, an in-depth view of the non-real world of sports (wrestling and roller derby), and more . . .

Phil Gietzen in San Francisco is organizing an issue which will "trace the historical aspect of kinetic visuals using work by Jacobs and Belson, Zagone and Ray Anderson (who were into light shows behind music) and move through the 65-68 drug trip concert light show which greatly influenced local filmmakers in their early work . . . DeWitt, Bartlett, Myers' collection, Belson, trying all the time to tie in video, especially Zagone and Belson . . . put it all in a cause and effect perspective . . . rounding it out with articles and info about local video folks. Youngblood laid the groundwork but missed a lot of the real things because he essentially was just in town to interview and did not really get into the scene. We go from Vortex . . . Belson . . . Zagone . . . Anderson . . . Planetarium . . . to Teske . . . Star Map . . . light show . . . films . . . loops . . . video cinema graphics . . . to feedback . . . direct video experimentation . . . invention in SF of tv by Farnsworth . . . to Beeson (National Sex and Drugs) and Video Free America . . . to Different Fur (Moog synthesizer group) . . . State College Radio, TV, Film . . . Dr. Zettle . . . to CATV . . . Johnny Video . . . to equipment . . . science museum . . . atomic bomb . . . Oppenheimer on cosmic evolution lectures . . . holography . . . Decker (the recording found on the elevator) . . ."

Mike Goldberg in Vancouver and Merrily Pascal in Montreal will be cooperating on a Canadian issue which will contain information about an international tape distribution system, an international directory, Canadian developments in video, editing techniques, a portapak manual . . . and more. . . .

Dean and Dudley Evenson will be putting together an issue focusing on local origination community experiments and using video to collect data about the environmental crisis. Send pertinent information to them at POB 190, Downsville, N.Y. 13755.

See Steve Duplantier of Video Rangers, Bloomington, Indiana in VIDEO DIRECTORY within this issue for appeal for information for a future *Radical Software* on general systems theory. . . . This is a tentative future issue.

Other announcements of future issues will appear in forthcoming issues.

