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 ½” 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 ½” 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/assemblegades 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 guerilla 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 ½” 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 ½” 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.