have control over what goes in or comes out of that tube. If it's our job to find ways to use video to inform the public of their inalienable right guaranteed by the First Amendment — free speech. And that means free access to the communications media. We have to find a way to get them to realize what's at stake if they relinquish these rights. We should find fun and exciting ways to use whatever the present access allows us, and get the public to feel that they'll be losing something they not only have a right to, but want to be a part of themselves.

VIDEOBALL: Are you talking about lack of access on the cable? I know that you already have public access channels in New York City. And isn't it true that the FCC has established public access channels as part of the requirements for issuing licenses and franchises to all the cable companies?

SHIRLEY: Public access is an important conceptual victory, but in reality it's only been tokenism — a little like the "Letters to the Editor" in the newspapers — and so far, the quality of the tapes and the broadcast signal reinforce this resemblance. And one little channel reserved for all of the People, with 48 or more channels still in the hands of Big Business, I guess the problem is that no one else can afford to invest $5 million a year against eventual profits of $5 million a day except someone like Howard Hughes or Time-Life. Actually, this was why at first I was against public access, and it pretty much turned me off cable TV. Then, fortunately, last fall I met Gene Youngblood over at Shegiko's and Paik's. He has spent the last three years doing a book on this whole subject, which I believe, be one of the most important influential books of the decade. By the time we parted, we all agreed that a few months after his book comes out, there should be a major conference in Washington to find support to ensure that the rights of the public are protected.

VIDEOBALL: But doesn't cable isolate people, rather than bringing them together as video theatre does? SHIRLEY: Well, that's exactly what I had in mind when we planned this invitation to the Space Telethon Game. The whole idea was to try and use video to play a game with and for the public. The sad fact was that the powers-that-be at the cable company saw the week before it was to take place (and it was my birthday, no less) to arrange it all the arrangements — and with too little time left before cold weather arrived, we had to cancel.

VIDEOBALL: But doesn't cable isolate people, rather than bringing them together as video theatre does? SHIRLEY: I know. That's exactly what I had in mind when we planned this invitation to the Space Telethon Game. The whole idea was to try and use video to play a game with and for the public. The sad fact was that the powers-that-be at the cable company saw the week before it was to take place (and it was my birthday, no less) to arrange it all the arrangements — and with too little time left before cold weather arrived, we had to cancel. Luckily, we managed to get the public to feel that they were a part of the whole thing, and that's what really matters. At the Telethon, 200 artists, press, producers, and money-type people would broadcast "live" for 48 continuous hours over the cable, using either their regular channels or Public Access. Every six hours a different group would come together and rehearse and finally tape a work that they had all created. Now around the city, we had set up three or four "drops" — places where other groups could gather that had access to video equipment and the ability to feed into our mix. They were in contact with us via the telephone and bicycle. The audience at home, if they tuned to the cable channels, could hear us at regular intervals invite them to join in our video scavenger hunt: "Wake up and come and play with us. We'll sing you a song, we'll do a dance for you!" Whenever you do something that we accept into our mix, you move up to the next drop. "So get up and out of bed — you're on your way — the first drop is Video Exchange — see you soon — right up here — live — in person — on camera!" What a great way for video to take over the cities! Like taking theatre not only into the streets, but into our homes. The average American watches TV for 6 hours a day — and with the 3-day work week coming, we need a new way to deal with this box. Those into video are in a good position to show and inform people just how access to the new tools, the new technology can be used. I hope that next year this event will really happen.