

and information, announcing computer courses and so on, they would be users of the system on the same basis as other citizens. But they might have a special task and pleasure. Community Information offers the richest potential of full technological conviviality of anything on the horizon now. A full system would offer the user instruction on how to maintain, repair, modify and understand the hardware, and even more the software. *It would teach the user how to use it.*

This is a simple and dynamite proposition, with the most sophisticated implications for programming and programmers. The first level has been foreseen in the initial tests of Community Memory: the machine says, "These are the categories of information I carry, this is how you call them up, how you enter material; please don't hit my keys too hard." But the higher levels have been anticipated only by the programmed injunction, "Touch me.", by which the machine, as an experienced lover, greets virgin.

Not simply how to handle information, but how to think about handling it, how to feel about using it — these are the potentials that open. We shall have a system with awesome potentials for use and play. How can the machine help the user learn to make the most of them? This

suggests learning programs of a kind and sophistication that have nowhere yet to be explored, a true challenge.

For it is not a known kind of learning which is to be taught, established routines of access and use; but rather the creative exploration and mastery of unknown potentials — both of the technological system itself, and of the individual identities and human community with which it grows in intimate interface. In this respect what the system's programmers will be responsible for facilitating is not the narrow learning of "how to use the computer terminal", but the ultimate act of learning about learning itself — providing perhaps the deepest dimension of that Community Information which empowers democratically.

Of course the system should be designed so that this teaching and learning can develop, again, in a democratic community interaction via the computerized prosthesis. But the seed the systems designers plant will help to determine what grows in the fertile soil.

Michael Rossman has been an active participant and observer in most of the events in the Bay Area which signalled the growth of a student- and youth-oriented political/social subculture. He has traveled and worked extensively around the country as an organizer for educational change. For more details see his two books, *The Wedding Within The War* and *On Learning and Social Change* (Vintage), both out of print.

Social Implications of Computer Technology

By G. K. GUPTA

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The course "Social Implications of Computer Technology" was designed for the final year undergraduate students of B.Sc. (Hons) computer science program at Monash University, Melbourne, Australia. The main aim of the course was to provide the students with an opportunity to discuss the social issues related with technology (in particular computer technology) and thus develop an awareness of the social implications of that technology.

Topics discussed were:

1. Data banks and privacy
2. Information utility
3. Computers and education
4. Computing education in high school
5. Computer literacy
6. Computers and Values
7. Computers and social power
8. Computers and politics

9. Computers and employment
10. Computer uses in military
11. Computers for national development
12. The computer industry
13. Patents and copyrights for programs
14. Computer and its affects on human self-understanding.

References used during the course were extensive. The list which follows may be of use to other *Computers & Society* readers.

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Videotaped Computers Course Available

A 17 session computers and society course geared for a high level undergraduate or beginning graduate student level is now available on videotape. Developed at SUNY College of Arts and Sciences at Potsdam, the course, "Legal, Social and Psychological Aspects of Computers" has been prepared on black and white Quad tapes. Each session is recorded on a separate tape and may be used independently as supplementary material for a course, or in sequence as the lecture portion of a complete course. A panel format is employed in most sessions, enabling the instructor to draw on a variety of experts for comments and explication of social issues. Average time of each session tape is 45 minutes.

Although the tapes are available now, they will be even more useful when an introduction and follow-up to the series is ready in the spring of 1976. Copies of the tapes are available at cost of duplication and materials. Different sizes and qualities of tape are available. Questions and orders may be addressed to: John Dalphin, SUNY College of Arts and Sciences at Potsdam, Potsdam, NY 13676, (315) 268-2954.

UNESCO Study Released

A study for UNESCO, "The Computer's Role in Undergraduate Chemistry Education" has just been released for distribution to all member countries through the regional offices of the agency. Authored by former SIGCAS Chairman Peter Lykos, the study is intended for developing countries which plan to incorporate computing into science curricula in national colleges.

In the study Dr. Lykos reviews the affect of the computer on chemistry and on chemistry education both as an aid to teaching and as an enhancement to the doing of chemistry. Three course outlines are given: the computer in experimental chemistry, chemical information, and numerical methods in chemistry. Numerous examples of computer programs in use in many college and university chemistry departments are described briefly, including a simple approach to computer-assisted instruction in freshman chemistry. The interface between chemistry with computer science and engineering is considered, and computer related professional societies and their publications are listed as sources of films and slide talks which teach various aspects of computing. A model chemistry