

Interview with Bob Hayes, Dean of the School of Library Science,  
UCLA

free text retrieval (as in Nexis/Lexis) is only good if  
the person has a good understanding of his needs  
(also referred to as low precision retrieval)

database thesauri are semantic networks (of a sort)  
eg. ERIC, the Medical Subject Heading List  
for every word there is a formal definition of  
related terms

points out that an encyclopaedia does need to recognize the  
need for a good fact reference source  
for example with algebra you might want to look up just  
the binomial theorem (and therefore not want to go  
through a whole course)

also points out that an encyclopaedia should be able to offer  
a real light overview which could lay out briefly  
the historical origins of the topic, its importance in  
various contexts, and a brief mention of what you might  
want to learn about further in connection with the topic

suggested the possibility that the encyclopaedia of the future  
could treat a topic on the following four levels (the  
topic being used for discussion was algebra)

overview (as above)  
facts (theorems etc.)  
course (computer directed course in algebra)  
technical article (in-depth article for the person who  
wants to go deeply into the theory etc. of the  
subject)

computers are good at teaching things that need to be learned  
by rote; good at branching (incl. Polya's How to Solve It  
paradigm), and good at simulation (chemistry, physics,  
problem solving and dungeons and dragons)

computers are no good at Socratic dialog (can only do mechanical  
mirroring as in Eliza program)

no good in area where student has to create own gestalt  
(I asked what about D&D in relation to this - no satis-  
factory answer)

Comment by Robert ~~Klingensmith~~ of Paramount (Home Video)  
in Hollywood Reporter)

- discs outselling videocassettes on a per player basis;  
10.5 times as many discs as the 1.5 cassettes per player
- Paramount expects to sell 1,000,000 discs during fiscal  
year 1982 (far more than # of tapes)