

Criteria for deciding when available footage will be useable.
First you need to do a storyboard and then compare your available footage against the storyboard. in most cases maybe only 1% of available footage will be useable. (speaking here mainly of industrial applications.) a good editor can do wonders but good editors are very hard to come by

Text on a videodisc or CRT
you could put perhaps a $\frac{1}{4}$ of a page of Britannica text on one frame and it would be legible if everything else were working for you - eg. CRT has a cone filter etc. people get eyestrain from reading off screen, medium not made for text (TV that is)

Suggests we look into the possibility of the user accessing analog data (which might originate off a videodisc at the head end) via 2-way cable.

Check article on Sesame Park which says that kids do better with LO-RES pictures on computer (Recreational or Creative Computing)

When can we expect to be able to put substantial amounts of digital data onto disc - Never in foreseeable future, too expensive to deal with developing technology. Great advances being made with floppies, winchesters etc. did mention that optical audio discs would be appropriate for digital data, separate machine from videodisc player though.

Compressed Audio - available as add-on in three years

Distinction between CAV and CLV
encoded onto disc, but didn't know if you could use both on same disc, ie whether you could turn it on and off at will

How do you see the interactivity of the Kidisc
with interactivity you are presenting a goal, the user tries to accomplish the goal- then either a CPU or the user him/herself assesses the result and tries again. User can process results himself and determine where to go next!!