



***The COOK Report on  
Internet Protocol  
Technology, Economics, and Policy***



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# **Enabling the Meek to Challenge the Powerful**

***Thoughts on What the On-line World Should be All About  
as We Begin our 25th Year of Publication***

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## **aSteam Village and e7 Studio as a Model for a National STEM Innovation Network**

In early December I received a phone call from William Wells who patched a very interesting man named Michael Rendler into our conversation. In several of the meetings that William attended during the fall of 2015 William had been pointed in Michael's direction. Over the past decade Michael had developed an impressive network linking Los Angeles Community Colleges together.

[Here is his bio:](#) "Michael started his innovative understanding of computer-aided design for the built environment in 1991. His architectural work projects such as the Venable House and Mariposa Apartment Buildings have been published in international and national magazines. He has taught architecture, computer-aided design (CAD), and geospatial information systems (GIS) in community colleges and state universities.

In 1987, he partnered with Glen Small (founder of the Biosphere) and ran a successful practice in the City of Santa Monica for more than 10 years. During this period, they built structural innovation and spectacular systems, which caught Hollywood's attention, culminating with Idol House. In 1994, he had an installation at the Los Angeles Gallery La Semilla (SEED). During this installation, he investigated the connection between urban spaces and the neighborhoods that need to be empowered by technology.

In addition, Rendler was a keynote speaker at the 2009 National AIA with *Putting It All Together, What Tools, Which Process*. With local student talent and as part of a high-tech team, he designed the LACCD e7 Architecture Studio to produce the largest geospatial repository and scientific visualization tools that support decision making for a building's lifecycle.

Michael is a national leader with the building SMART Alliance, working on how to implement new technologies in the architecture, engineering, construction, and owner-operated world. He is also working with the U.S. Department of Homeland Security and Safe School project to virtualize educational environments following national standards, energy demands and first-response scenarios. In 1985 he graduated from CI ARC (Southern California Institute of Architecture), Michael holds an architectural license in California."

On December 9<sup>th</sup> I received an email from **Rendler** who said: "We are moving a model for STEM innovation into a realtime, Collective Impact model. Allowing the next generation of Authentic Assessment or Project Based Curriculum to be Virtual Community Action Planning (VCAP) which will bring a new awareness to our students about the relevance of education. This VCAP model will allow our students to work with real technical tools in /on a real problem with an ROI relationship to their learning efforts.

The model is being pushed down from Los Angeles Community College District e7 Model to address feeder environments in the middle school setting. The expectation is students at this level of understanding will be part of a learning community with High School Students and Community College Students, as well as University Students understanding the Science, technology, and engineering processes used to "re order" some of the most complex projects in the USA. The intent of the model is to allow not just a front row seat to these projects but a ticket to the stage as a real participant in the decision process.

The results of a model like this is "relevancy " for the role that STEM plays in how we manage decisions. This is a lifetime skill which will be in constant improvement mode based on this learn and work model developed in Los Angeles.

Many major cities in America are in a state of reorganization to adopt many ideas of innovation. The core to the success of these efforts is a mechanism for real authentic Civic Engagement. This e7 model requires a learning community with a direct project relationship where the communities' Collective Impact is now a value added component to these projects.

Benjamin Banneker and Central Academy with this model will be integrated in an authentic way through value added work to our Choice Neighborhood Project here

in Kansas City. Discussion relating to other Real Projects is on going at this time. This new model of education will bring a relevant, informed, model to our community through our STEM Innovation Network."

On December 30 **COOK Report:** I responded to Michael saying:

Among the Things that I see missing at this point are something like this time chart showing the component steps that have to be put together and in approximately what order. How all this fits into the bigger picture of an economically resource constrained world is one of many unanswered questions. BIM or building information modeling is another term that must be explained upfront.

A diagram of the various processes and software tools showing how they fit together would be exceedingly useful.

**Rendler responded:** Visit website <http://m.e7studio.net> Shows software, work product alignments. Two important pieces are not covered in your understanding. The community and the Virtualization have a symbiotic relationship. Knowledge is the glue to this relationship. If knowledge is not open, then we have exclusion by definition. MIT recognized this, adopted a OKR open knowledge resource position. All curriculum is on the internet. Seeing the real implications of decisions in complex relationships, "Psychological Change" (education ) can enable a quantum leap with this e7 paradigm.

This is core to why it becomes the framework for "Civic Engagement ". Civic, or Community is a superset of Education. Therefore targeting "Housing as a Platform" is embedded in our identity. The first variable of social responsibility. I will participate, I want to participate, I can participate. This virtual system changes a "lock" on what we understand the Built Environment is, and where, how we participate in its manifestation as an open process. This is the definition of Civil Society.

**COOK Report:** The predominant point of view in Kansas City Schools was and is the training of unquestioning workers on a factory assembly line. The only problem is there are no more factories. Hence the so-called education being delivered is abstract and meaningless. By way of contrast — what happens here is bringing the kids into a process where they are given full responsibility in a carefully structured way for designing the buildings in which they live and are educated — in

other words, the buildings in which they experience the world around them. Not only are they shown how the pieces of an exceedingly complex process fit together: They are invited to take responsibility for the very implementation of that process. The e-7 screenshot below is a roadmap inviting the site users to explore the complex interrelationships of the tools that they will use in building their new environment.

From: **Michael Rendler** Date: 2016/01/09 8:48 AM (GMT-06:00)

To: **William Wells** <william@asteamvillage.org>

Subject: Re: FW: World class architectural firm \_ aSTEAM Village Kansas City Mentoring Using e7 Studio Live & Work Education Platform for Inaugural 20 Students



On January 9 2016: Thanks William for keeping the record straight. This is very exciting how you have helped so much "advance the needle" as the saying goes. I have come to this realization; following a solid week of working on our new model: e7 Studio Architects 360C2C Consortium.

These models we are moving forward with are important and this work for our digital natives relating to the new paradigm of Building will require a lot of additional communication. I think at one point in human history the Divide was much worse and as humanity advances the Divide becomes less. It is real and, make no mistake, it will take a lot of work from our team to create any principles of Social Equity. My hope is this model we are putting together will help blend STEM as a social responsibility in the same way as when Thomas Jefferson wanted America to define the enlightenment. We have all the components. We will need to circle back and make sure our STEM patches the human sensibilities that Napoleons ideas of Architecture removed when he created the term Civil Engineer. There is much we will do to build the new Livable Cities in America. A balance and respect for the Environment we call HOME. Housing as a Platform is a concept that we will bring into reality as we progress.

On Fri, Jan 8, 2016 at 4:05 AM, **WilliamWells** <[william@asteamvillage.org](mailto:william@asteamvillage.org)> wrote:

Hello 360 C2C Team,

Please find the email I sent to the CIO of of a world class architectural firm about the student project leveraging e7 Studio per his request. At some point, I would imagine the identification of e7 Studio Architecture will be replaced with 360 C2C after that infrastructure and legal status is established.

[**Editor:** 360 C2C is the name of the national consortium that that Faith Linton, Brigadier General (ret) Arnold Gordon-Bray, Derrick Norris and Rendler have put together to move what he has done in Los Angeles into 19 other major American cities. The plan has major support and funding from the Department of Housing and Urban Development in Washington DC. This includes the leadership of Jerryll Bennett, West Point Class of 82 and starting quarterback on the Army football team. Among the things that he will be doing is working with the existing West Point "boots on the ground" program to build functional communication pathways on behalf of the program with the leaders of the communities involved. What follows is Wells' plan to begin Kansas City implementation.]

I am sending this email to you on good faith that is based on the test message exchange last night with Michael Rendler that he received the approval of General Bray and the 360 C2C executive team. If for some reason this assumption was misinter-



preted or things change, I am more than happy to replace Phase II with a Plan B that I was prepared to pursue if the go ahead to implement was not able to be obtained by Michael.

I consider this information open source, so I have no problem with any of you using it to your best interest if you find it useful in your respective locations. Please feel free to call or email me with any questions, concerns and/or comments.

Kind Regards,  
William Wells

William now follows up with the detailed proposal he had been working on during the holidays. At the beginning of February William tells me that the agenda described below launching the program for Kansas City is moving ahead as outlined.

**From:** William Wells [mailto:[william@asteamvillage.org](mailto:william@asteamvillage.org)]

**Sent:** Friday, January 08, 2016 3:41 AM

**To:** CIO

**Subject:** world class architectural firm \_ aSTEAM Village Mentoring Using e7 Studio Live & Work Education Platform

**Importance:** High

Hi Mr. CIO, Please find this email that explains at a very high-level, the mentoring program that we discussed where we would immerse 20 students (10 eighth grade students from Benjamin Banneker Charter Academy and 10 tenth grade students from Central Academy High School) in a real-world learn/work environment to solve real problems in the community.

The students would work on projects that are real world projects that will be guided by the curriculum (attached) and mentors from your firm. The students will work with industry professionals on specific projects, the first of which would be to virtualize the Benjamin Banneker Charter Academy of Technology campus and work with the architects and construction company that is building the new gymnasium on the Banneker campus.

I would like to pay the students for their hours working on these projects in the form of establishing scholarship funds for the students who are 14 and under &

giving the students 15 and up the option to receive their compensation in the form of either a scholarship fund OR cash.

Mozilla's KC Hive Education team is releasing a new round of funding on Jan. 11th.

Two years ago aSTEAM Village won an award in the inaugural round of funding through our submission of teaching Video Game Design and I would like to submit this project for new RFP and submit with the goal of having the \$25k go towards paying the students as outlined above. (I have attached the first round proposal as well as the report out at the conclusion for your review and consideration.)

This would require the blessings of your firm to be a partner in this grant application.\*\*\*We will also add a financial literacy component in the first 12 weeks of the skill development phase (soft & tech skills). After the first 12 weeks of skill development (Phase I) we will then on-ramp the students into the e7 Studio program (Phase II).

Mr. CIO, I believe that we already have a simple, manageable pathway that is a perfect plan to scale-up the program by making the point of entry be the tour of your firm and then using the questionnaire that we mentioned as a part of the process of invitation into the program.

## **IMPLEMENTATION:**

### **PHASE I**

□ **Step 1** - the world class architectural firm tour (show them the possibilities and many job opportunities)

□ **Step 2** - Skill Development

(Curriculum will be produced from the attached LibraryCourseList.pdf)

### **PHASE II**

□ **Step 3** - entry into the e7 Studio Education program where they will then work on solving a real-world project in the virtualization space working with industry professionals from your firm and college students from participating schools.

(Curriculum will be produced from the attached LibraryCourseList.pdf)

□ **Step 4** - exit interview and with the expected outcomes of certificates of achievement stating that they are ready to take and successfully pass Comptia certifications for I.T. which should put the kids in their Junior (10th graders during

the program) and Freshman (9th graders during the program) years of high school confident, competent and ready to finish high school with the vigor and direction needed to have options upon graduation that will lead them down a pathway to a fork in the road where they can choose to pursue an educational, career or entrepreneurial pathway based in science, technology, engineering, arts (emphasis on digital) and math. The benefit for your firm is that they potentially could pull workforce talent from those who choose either career (your firm's employee) or entrepreneurial (contractors) pathways.

### **Community Partner Schools/Organizations:**

- aSTEAM Village
- Benjamin Banneker Charter Academy of Technology
- Central Academy of Excellence High School

### **Collaborative Partners:**

- world class architectural firm
- e7 Studio Architects
- BDPA Kansas City Chapter
- aSTEAM Village NSBE Jr. Pre-College Initiative (PCI) Chapter

### **Technology Partners:**

- SightDeck Kansas City

### **Potential Collegiate Partners:**

- To be determined [may be a tough sell in Kansas City]

### **Sustainability and Evaluation:**

The already agreed upon tour that will happen twice a year can actually be the point of entry for twenty new students and the point of identification of what project we want the students work on in Phase II.

After three years we would have reached 120 students and do a checkpoint analysis of if this is a proven project and if so, how do we leverage its success or modify the program so that it can be successful in addressing the needs of both industry and education.

### **Initial Projects**

Your firm's Team that took the tour in November 2014

- The project for these twenty students will be the virtualization of Benjamin Banneker Charter Academy of Technology campus and the cataloguing of the tele-

com, energy and classroom infrastructure and assets. This group of students will also be able to participate in the building and virtualization of the new gymnasium that is being built.

### **Your firm's Team that will tour in the Spring of 2016**

□ The identified project for these twenty students will be the virtualization and design of the telecommunications infrastructure for the Enterprise Village Ecosystem development on 18th and Vine

### **Your firm's Team that will tour in the Fall of 2016**

\*\*\* **Your firms** TALENT AS MENTORS/ADVISORS - The Phase II part of the program would require us to find staff with the skill sets and willingness to work with and lead the students as advisors on one of the four teams identified below based on the roles that each team will play.

#### **team A - Tier 1**

The Tier 1 team is responsible for creating models through the [Building Information Modeling \(BIM\)](#) process. These building information models are made through Computer Aided Design (CAD) using a variety of software, including those within the AutoCAD and Bentley System suites. Once the models are completed, they are used to make the [Geographical Information Systems \(GIS\)](#) products.

The Tier 1 team is also responsible for managing the digital repository of LACCD's original construction documents and contracts. They digitize this information so that it can be stored, organized, scanned and queried from a single database.

#### **team B - Tier 2**

The Tier 2 team is concerned with the development of the [Game](#), [Kiosk](#), [Animation](#) and [Energy](#) products. While the Tier 1 team makes models, the Tier 2 team puts these models to use in the aforementioned products.

Individuals who are part of the Tier 2 team must have a strong knowledge of construction documentation and of architectural, mechanical, electrical, plumbing, civil and telecom industries. They also develop skills in the following programs: 3ds-Max, AutoCAD Architecture, Bentley Building Electrical Systems and Unity Game Engine, among others.

**team C - System Solutions**

The System Solutions group at e7 is in charge of technology development. The team integrates web servers, databases, GIS server, web technologies (Share-Point) and mobile technologies (Android). It also develops web applications and services, desktop applications, gaming applications and apps for the Android such as the GIS portal, the Green Kiosk, BIM model websites and in-house tools. System Solutions is also pushing data integration to mobile platforms. e7 mobile products include the Green Kiosk and applications using the Unity game engine.

**team D - modelers**

The modelers at e7 Architecture Studio work on-site at each of the LACCD campuses. The modelers gather necessary information about historic, completed or in-construction campus facilities. This information facilitates the development of the Geospatial Data Models created at e7.

Modelers are e7 intern graduates and are selected based on the proficiency with project management attained during their one year internship. They have shown skills in information research, process documentation, communication documentation and discussing and tasking work in a critical path structure to compile project deliverables in a timely manner.

**COOK Report -- Editor's note:** assuming that nothing happens to shove William Wells' program off the tracks at this point, it seems possible to regard this as a huge step forward over just a simple STEM robotics program in that this is a multi-year design that will familiarize the students who go through it with the kind of systems thinking necessary to succeed in the construction and similar industries. It seems to me to be grounded in such a way that the students and community can assume ownership and control both of the education and of the impact that it should have on their future lives – a highly desirable outcome.

# Reshaping its Digital Infrastructure During a Time of Turmoil

## *In the Netherlands the Younger Generation Awakens and Begins to Take Control*

In January 2016 Jaap van Till asserted that The Netherlands was making great progress towards ensuring that the older austerity minded central government did not undo what the SURFnet builders had achieved.

**Jaap van Till:** to Arch-econ on January 9, 2016: I am happy to report that our Netherlands government and parliament have now confirmed that our [national "digital infrastructure"](#) is one of the key policy focus area's which should confirm our country as a primary gateway and switching point of digital information flows in Europe together with the two other main ports: Rotterdam Harbor and Amsterdam Schiphol Airport.

The Foundation DINL (Stichting Digitale Infrastructuur NederLand) that has been formed to coordinate this infrastructure. It is chaired since January 1 by Erwin Bleumink, director of SURFnet. Many ICT organizations, hosting and ICT service organizations have joined this foundation, see: [www.DINL.nl](http://www.DINL.nl) And ... DINL has taken my article mentioned above as one of the policy papers to steer their actions. So communication infrastructure is now recognized as vital policy for our country.

**Editor:** So what dos the DNL Foundation do?

It connects providers of digital infrastructure in The Netherlands and in the words of its website:

The Dutch Digital Infrastructure Foundation (DINL) is committed to the strong, on-going development of the Netherlands as the hub within the international digital

infrastructure. With our digital economy the Netherlands is at the forefront of the sector and there is still much more potential to be realized. The digital online sector is growing into the third 'mainport' of the Netherlands (behind Amsterdam Schiphol Airport and the Port of Rotterdam).

DINL represents the parties which provide the facilities necessary for the digital economy: data centres, hosting parties, internet service providers, AMS-IX and SURFnet. The organization puts the Netherlands on the map as international digital hub, guides government, companies and citizens in the digital economy and highlights the opportunities which are there to strengthen the position of the third mainport.

DINL does this via four programs:

- Information provision: the Netherlands as digital hub
- Investment in outstanding ICT education
- Building on trust and transparency
- Encouraging collaboration in and outside the sector

DINL is neutral and non-discriminatory: an open digital market where all participants are treated equally, this is the philosophy behind everything we do.

Organization

□ **Erwin Bleumink**

**Chairman**

As Chairman of DINL, Erwin Bleumink is responsible for setting policy. His goal is to stimulate the economic growth of the online sector in a secure and reliable way in order to position The Netherlands as a global digital mainport.

**Job Witteman**

**Treasurer**

As director of AMS-IX, Job Witteman is involved in the management of DINL, in the role of treasurer. With his knowledge and experience he contributes to determining both the content-related vision of DINL as well as the close and open collaboration within DINL and its participants.

□

**Roelof Meijer**

**Secretary**

Roelof is CEO of SIDN and in this capacity is able to choose the right subjects to be placed on the agenda within DINL.

□

### **Michael Steltman**

#### **Director**

Michael represents the digital online sector in consultation with government and other public authorities, politicians and stakeholders.

**COOK Report:** I think I understand now. It seems to me for us older folk, given the rather grim events of the past year that, if there are signs that the younger generation from our point of view is waking up, it could make one incredibly happy. Yes it makes sense. Kees Neggers is here. It would be really nice to hear what he is thinking these days.

On January 11 **Kees Neggers:**

I can confirm that at least in The Netherlands the younger generation is not just waking up, they have already taken over in many ways. Last weekend one of the leading newspapers in NL, NRC, had a 20 page special annex called "Invloedrijke dertigers" about influential people between 30 and 40 years old.

One being a 34 year old who became minister of the post dealing with the refugee problem and who is no longer carrying lots of paperwork home, but just his apple watch, iPad and laptop. Others presented are responsible for really disruptive innovations. So the question is not so much is the younger generation waking up, but is the older generation able to give them room to operate?

When I became active for SURFnet I was in my thirties. When I left SURFnet 3 years ago, my successor Erwin Bleumink, now also chairman of DINL, was also still in his thirties. My successor as CEO of SURF (I stepped in as CEO of SURF in 2014/15 to help it go through a restructuring, from a Stichting/Foundation towards a Cooperative) is in his forties.

Actually the policy making with respect to government support for the digital infrastructure has always been driven by younger people. In the 90ties we had the wake up call letter to the editor of Erik Huizer, Felipe Rodriguez and Jaap in the NRC and a successful motion in the Parliament by a 30 year old member of par-



liament to invest money from the gas exploration also on digital infrastructure, like SURFnet and Amsterdam as an Internet exchange point and not just in roads and dikes.

This led to funding of our GigaPort projects. The Government would not have done this on its own. Today we are in the same situation. The Government is more occupied with problem solving and not so much with investing in the future. **The support for SURF/SURFnet was eroding and again grassroots activities were needed to correct this.** Even a successful motion in the parliament in the spring of 2015 to remind the government to keep their promises in funding SURF was not enough, parliament had to force the Government later in the year via a successful amendment on the 2016 budget to fix the shortcomings.

DINL is an example where the relevant stakeholders join forces again to present a coherent view, trying to help politicians to act, both in a timely way, and in a wise manner. The successful motion about more support for the digital infrastructure is a concrete result of this.

And although The Netherlands are, relatively speaking, doing well in the digital age, needless to say that in absolute terms things could be much better. We still do not have all our schools on fiber, our net-neutrality laws are being eroded by new EU recommendations, our privacy is at risk by newly planned surveillance laws, and last but not least, implementation of a better internet infrastructure is long overdue. The last item being an international challenge of course, but like at the beginning of the internet, young people and research networking should take the lead here. ***Relying on the internet incumbents is as risky as relying on the telecom incumbents would have been in the 80-ties and 90-ties.***

**Cook Report:** In our next issue, at the beginning of May, we look forward to presenting a detailed interview from Kees, explaining how the Dutch were able to protect and expand on their network investment.

We did that interview on February 23. Our discussion covered in great detail the financial buffeting that hit the ICT sector in the Netherlands after the 2008 financial crisis that demanded the reorganization of such organizations as SURF, Sara and SURFNet. We outlined the necessary changed rationale of support from building merely a “national knowledge infrastructure” with all its ivory tower asso-

ciations to what is called the third main port after the Dutch airport and harbor that is expressed by the DINL platform. The knowledge infrastructure we find out has metamorphosed into something larger and more significant. Namely into a third leg of the Dutch economy after seaborne trade which is to say the Rotterdam harbor; air travel which is to say Amsterdam's Schiphol airport; and now an international digital infrastructure for all of Europe where the Netherlands is situated at the very heart of digital commerce. While vital research tasks are being accomplished by the Netherlands Enhanced Science Center, the unparalleled remaining national infrastructure encompassing K-12 vocational schools universities teaching hospitals is supported by a platform organization in the form of the DINL that can serve to educate the country's legislators when the stressful situation of the European Union in finance and refugee and related issues causes proposals for laws that could severely harm the ability of the ICT sector in the Netherlands to continue its role as a world leader.

## Executive Summary

The issues beginning April 1 2016 through March of 2017 marks our 25th year of publication — a quarter of a century gone by in the figurative blink of an eye. I've just turned 73 and that alone gives food for thought about mortality. This issue announces the signing of an archival home for the **COOK Report** at the Charles Babbage Institute of University of Minnesota.

The Institute now has its own set of the complete run of the **COOK Report**. Indexing and cataloging is ongoing and hopefully will be complete before April 1 2016. After that I've had conversations about an oral history interview and about giving them real background material that would be usable only on-site. As preparation for the oral history interview I've made myself the subject of this month's issue with a nearly 22,000 word reminiscence that gives my own views on how I connected with the new world of computers and then wound up becoming my own publisher. It covers some of the strange things that happened on the way and ends with a summary of what I think it all means.

I reminisce here about what happened along the way and the values I place on what happened. None of it was ever really planned out in advance. I had trained and qualified for a career as a teacher of Russian history at the college level. But this was not to be. I recount the much clichéd trials and tribulations of having to change my professional goals in midstream.

Along with my 18 month tenure at the U.S. Congress Office of Technology Assessment, I got a ringside seat for the most critical years of the development of the commercial Internet and have been very fortunate that public servants like Steve Goldstein and Don Mitchell took an interest in my success by being willing to serve as good sources. And while initially, I was very angry with Steve Wolf, I am no longer. I remember very well the pointedly accurate nature of his statement made as early as 1994 that the success of the NSFnet program, the opening of the commercial Internet, and the development of the World Wide Web - had given everyone their own personal printing press. How true!

To what was I attracted for my own participation in these critical early Internet years? As I've said in the title to this piece, it was my belief and still is that the

instantiation of the commercial Internet in the United States happened in such a way as to rebalance, some extent at least, in the hands of the least well-off the power of the press — all of this happening at time when information was being concentrated in the hands of ever larger and more powerful corporations.

I have enjoyed the ability to do what I and I alone defined as "right." I say a few things publicly here that I've never said before. Among these, I detail the ways in which IBM threw its corporate weight around. And did whatever it felt necessary to influence policy including having a relative of its congressman assigned to my project at OTA to ensure IBM got the credit it was "due" for its "publicly spirited work."

When it came time to decide whether there would be and, if so what the nature would be, future government support of advanced computer networks, the role of the National Science Foundation in applying this support also came under great pressure from those who knew how to manipulate the system. In this case the spotlight focuses on the creation and development of Internet2 something which in comparison to its European counterparts I believe was misshapen but also, in this case, something for which there is direct applicable testimony. I refer here to my quoting of Doug van Houwelling's very frank, open, and self-congratulatory words found in the the Merit and NSF white paper published on the conclusion of the five-year long NSFnet assessment project.

## **Google Fiber; Mutual Musicians; and Public Education in Kansas City Missouri**

Over the past three years I have written almost an entire monograph on the subject of the above heading. In this issue I lift the curtain slightly on what looks to be a very positive development that has just begun. And believe me up to this point in time there has been nothing positive. What there has been is a case of the white community exploiting the black. But, in this instance we have coming a national program involving a multiyear educational effort in geosystems based architectural design. The goal here is to have the communities of the jazz district able to develop and fund their own infrastructure rather than relying on outside grants that ostensibly are there to help the community but in reality wind up lining the pockets of the developers.

There is a lot of rumbling going on beneath the surface in Kansas City. While the city's NGO industry has grown ridiculously top-heavy, there are welcome signs that people will stop bowing down to the Kauffman foundation and that entity's ability to dictate who survives and prospers - any public spirited citizen must hope - will evaporate. It is also high time that Kansas City's jazz musicians get their Union back, as well as high time that a "revolution" in the hands of the people overthrows the economy of scarcity that has gripped the town.

### **SURF and SURFnet**

Finally from the Netherlands there comes the rustling of potentially good news as SURF and SURFNet go from the hands of their original founders into those of a new and younger generation of those who seem certain to carry on the founder's goals of service to the public good. The Foundation for Digital Infrastructure Netherlands is now in place to create a broader understanding amongst the Dutch public of how the knowledge infrastructure of the decade ago has become a vital third leg of the Dutch economy alongside that of the Schiphol Airport and Rotterdam harbor.