Banks of the Boneyard

the journal of
the association
for computing
machinery
university of
illinois student
chapter

**Welcome to ACM,
leave the pocket
protectors at the door.
(Volume 15, Issue 2)**

reflections projections 96

by Amy Ryan

On October 11th-13th, ACM is hosting the second annual Midwestern Computing Conference. Last year, students from 8 states converged at DCL to hear speakers such as Steve Wozniak and Ralph Johnson speak on topics such as the start of Apple Computer, and Object Oriented Programming. This year's conference kicks off on Friday, October 11th, with a computing job fair. Intel, AMD, Symantec and other companies will line the DCL Atrium from 9am - 5pm to recruit for intern and permanent positions. The job fair is open to all University of Illinois students and conference attendees.

The core of the conference begins Saturday morning. Throughout the day, there will be talks and workshops on graphic entertainment, the Nintendo64, Java, realtime systems, Windows 95 and network programming, compilers, consulting, and much more. Midafternoon we will have the keynote address by Jean Louis Gassée, former Apple Products Division Manager and founder of Be, Inc. Also planned for Saturday are tours of the research and graphics facilities on the University of Illinois campus. Lunch will be provided and there's sure to be an exciting social event Saturday evening.

All day Saturday, Mechmania II will be going on. Contestants will design AI for Mechs out to conquer the Universe in this C++ programming contest. The contest culminates in an all out battle for galactic control in Sunday's tournament. For more information regarding Mechmania see `http://www.acm.uiuc.edu/conference/mechmania/`. Our sponsors have provided prizes for the winning team.

On Sunday, the conference resumes with more speeches and workshops. *And free donuts!* Followed by hours of sleep by the conference committee. If you are interested in registering for the conference (at a mere $10, how can you afford to miss it?) or finding out more about the conference look at `http://www.acm.uiuc.edu/conference/`.

Volunteers are still needed for the conference. There's an on-line registration form on the conference web page. Volunteers are admitted free, which includes three free meals - you can't lose with free food! So come on out and enjoy the fun.

INSIDE

An Open Letter to Computer Enthusiasts

by Paul Watts

If you're reading this fine publication, I'd be willing to bet you have some proficiency with computers. You may not program them—and you certainly may not design them—but somehow you're enthusiastic about computers or the computer industry and are "computer literate".

Now ask yourself: on how many occasions has someone "confessed" to you that he or she knows absolutely nothing about computers and is "computer illiterate." And if you asked them why, I'd bet they would say something along the lines of "computers are too difficult."

Who are these people? These aren't slack-jawed yokels who are taking the "Learning Microsoft Word" classes or buying the frighteningly popular "For Dummies" books. These are intelligent people who are determined to overcome this technology which has been labeled as too difficult to understand and they too dumb to understand it.

It's easy to sit back at your Linux prompt and dismiss this as someone else's problem. You may even *like* computers being the sole property of techies. But if you believe this shift toward a computer-centric age of information is a step in the right direction, you should feel that everything we can do to dispel the myth that computers are hard to use is a step in the right direction.

I'm not saying you should go to your grandmother's and teach her to use Windows 95, but there are *some* things you can do.

➔ 8 (Open Letter...)

by David Morgan

Greetings from ACM! Thanks for picking up The Banks of the Boneyard! Things are off to an impressive start this semester, with over 1400 copies of the Summer Banks distributed at Quad Day and elsewhere, an overflowing September general meeting, and full SIG meetings all around. If you've never read the BoB before, I'd like to encourage you to check out all the SIG (Special Interest Group) articles, along with all the other fun and exciting stuff that is the Banks.

Last month, I wrote about my "mission" to get more new undergrads (especially Freshmen) involved in ACM. So far, I am extremely impressed by how many new faces I've seen around the office and in the SIGs. ACM currently has over 300 members, 50 of whom are new this semester. As Chair, I ought to put in a brief plug about why you should be a member: During Engineering Expo, ACM handed out résumé books to every computing company we could find. Most company representatives were thrilled to receive them. As an ACM member, you are entitled to have your résumé in the book every semester. Also, as a member you can subscribe to the `acm-jobs@acm.uiuc.edu` mailing list, to which I frequently forward job opportunities, both on and off-campus.

By far, the biggest reason to join ACM is the SIGs. The various (16!) SIGs are one of the best ways on campus to learn more about your favorite aspect of computing, whatever it may be. Every year, SIGs undertake a variety of strange, unusual, and sometimes even novel projects that give members a chance to learn new skills and then show them off. Most of the SIGs have no minimum knowledge requirement, you just have to be willing to learn. Gurus are welcome too, of course, to bring ideas and do really cool stuff.

So, if you have any questions or comments or just want to come hang out, stop by the ACM office! We're in room 1225 DCL (right in the middle) and also in L510 DCL, a.k.a ACM Down Under.

The Banks of the Boneyard is a student publication of the UIUC Chapter of the ACM, the First Society in Computing, and does not necessarily represent, in whole or in part, the views of the University of Illinois, the Department of Computer Science, or the International ACM.

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`http://www.acm.uiuc.edu/`

The Banks of the Boneyard encourages ACM members to submit articles, artwork, and letters to the editor.

If you have anything you'd like to submit, or you'd like to work on the Banks of the Boneyard Staff, send us some email at:

`boneyard@acm.uiuc.edu`

SIG-BIO

by Robert Hyslop

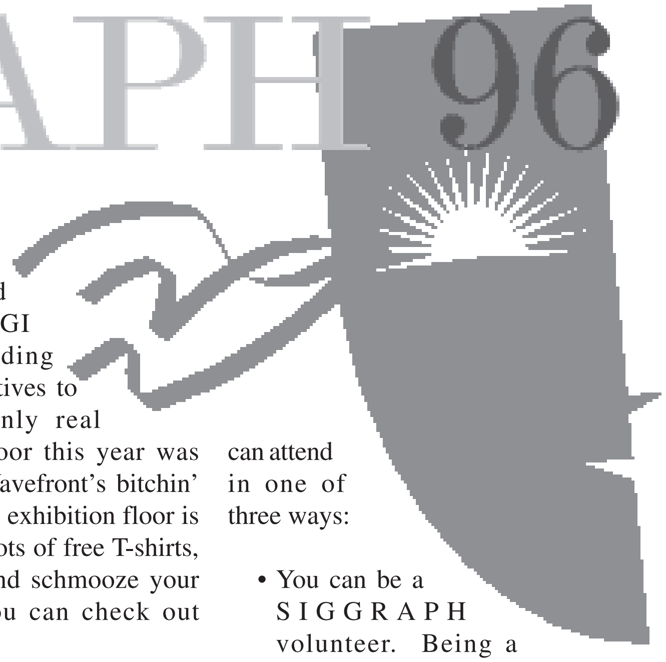
After our first meeting of the semester, SigBio is on its way to another interesting and productive year. Last year, we began work on an ambitious educational tool for the World Wide Web: our Virtual Anatomy Textbook. This tool will provide excellent information on basic aspects of human anatomy and physiology and will be viewable all over the world. We hope to keep adding to the textbook and eventually have a good source of non-research oriented material on the Web.

As many already know, the WWW is a wonderful source of information exchange for researchers in all biological fields. The downside is that most of the available information is **very** specific and impractical for most undergraduates looking for help in their classes. This is why we expect the Anatomy Textbook to be of great use.

Furthermore, as we did last year, SigBio plans to tour a few local research facilities where different computer technology is aiding biological research. These excursions are a great way to see cutting edge technology in use and learn about the wide variety of scientific research here at the University of Illinois.

SigBio welcomes interested persons from all disciplines of study. We meet in 1102 DCL on Tuesdays at 7pm.

SIGGRAPH 96



SIGGRAPH '96: Cajun Style

by David Morgan

What's hot, humid, stinky, and full of pixels? That's right, it's SIGGRAPH '96! Every year, the computer graphics community visits a colorful American city for a week of conference excitement. This year, that city was New Orleans, Louisiana. Anyone who's ever been in the deep South in August knows that it gets HOT, just as anyone who's ever been to Bourbon Street anytime knows that it's blissfully stinky year-round.

Regional issues aside, SIGGRAPH is, by far, one of the largest of the International ACM's Special Interest Groups, and their annual conference is gigantic. Over the course of a week, the SIGGRAPH conference has Courses, Papers, Panels, an exhibition floor, Technical Sketches, Animator Sketches, an Art Gallery, an Animation Festival, Parties, Receptions, and a whole lotta conference goers.

This year was no exception. The exhibition floor is where a bazillion corporations erect million-dollar booths to show off just how cool they think they really are. There is usually a bidding war to see who can grab the most real-estate for their complex. Microsoft outbid Silicon Graphics, who has traditionally had the most space. SGI compensated by sending nearly 1,200 representatives to SIGGRAPH. The only real showstopper on the floor this year was Project MAYA, Alias|Wavefront's bitchin' new modeling tool. The exhibition floor is a great way to pick up lots of free T-shirts, other moichandising, and schmooze your resumes around. (You can check out products, too.)

The Electronic Theater — in which the SIGGRAPH animation committee showcases the "best" graphics work of the year — was something of a disappointment this year, with an overblown plug for Microsoft's Talisman concept. There were a few crowd pleasers, however, including Blue Sky's *Joe's Apartment.* It was partially produced by Chris Trimble, former UIUC ACMer and author of the yearly SIGGRAPH article.

The parties, of course, were a blast.

So, you may ask, how can I experience all the glory that is SIGGRAPH? Well, SIGGRAPH '97 is in Los Angeles, and you can attend in one of three ways:

- You can be a SIGGRAPH volunteer. Being a volunteer gets you in for free, including hotel registration. Expect to work hard, though.

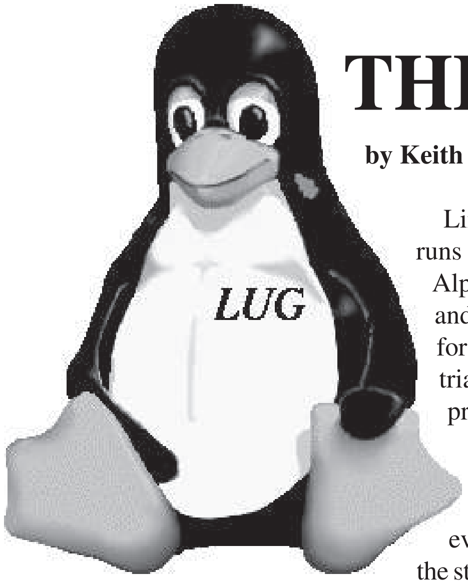
- Register as a student. Student admission is way too expensive, but is nonetheless a mere fraction of regular registration. $300 for Courses or Papers/Panels, $500 for a whole Conference Passport. You have to pay for your own room/board.

- Get someone else to pay for your SIGGRAPH romp. Employers are great for this. Especially if you're still a student and can get the cheap rates.

Information about SIGGRAPH is online at: `http://www.siggraph.org/`

COMPUTING JOB FAIR
OCT. 11TH, 9AM-5PM
IN THE DCL ATRIUM

talk to top companies like Intel, SGI, AMD, Symantec, Boeing, BDS, Dunn, Tellabs, Northrop Grumman, NeoGlyphics, and more...



THE LINUX USERS' GROUP

by Keith Garner

Linux is a free UNIX-like operating system that runs on a variety of platforms including PowerPCs, Alphas, Sparcs, some of the Motorola 68k family, and the x86 family. The Users' Group is a forum for discussion of this operating system, the various trials and tribulations of running it, and various projects that the members find stimulating and enlightening.

At each meeting, we talk about recent events in the Linux community, work and discuss the status of current projects, and have an open Q&A time to help solve each other's problems and other Linux related curiosities. Unofficially, those of us old enough often finish each meeting with a trip to Murphy's.

Right now we're still searching for projects we'd like to do for the upcoming year. Fresh faces and fresh ideas are always welcome. If you run Linux or are interested in running it, come on out. All skill and knowledge levels are welcome. Keep an eye on `uiuc.sw.linux` for announcements about upcoming meetings, or mail me, Keith Garner, at `lug@uiuc.edu` with questions.

free food, baby, free food!

Join ACM
at our annual
Fall Picnic!

Sunday, October 6th
starting at 1pm
at Illini Grove.
(Just North of PAR)

Volleyball,
Frisbee, Free
food and
more!

free food, baby, free food! free food, baby, free food! free food, baby, free food!

free food, baby, free food! free food, baby, free food!

free food, baby, free food!

SigArch

by Dave Morgan

SigArch is already off to a great start, with lots of new members and tons of cool project ideas. At our first few meetings, we got to know each other, talked about project ideas, learned about the fundamental components of a generic computer architecture (then descended into the world of the PC and IRQs), and took apart an enormous vintage Fujitsu Hard Disk Drive. Some of the projects we've discussed include:

- Finishing the CamBot NIU, a self-contained hardware TCP/IP stack and Ethernet interface.

- The As-of-Yet-Unnamed Console Gaming System, an MC68030-based gaming system to **blow the doors off of your Genesis** and SNES.

- *Blinkin Lights* – SigArch has always been into projects with lots of blinking lights, and none has been more blatant than this introductory project.

- The Wacky Tracker - This project is a culmination of audio, digital electronics, and general kooky zaniness. The Wacky Tracker is a personal portable sequencer, allowing its user/wearer to lay down vocals on tracks and loop them to produce live Techno music. The Wacky tracker represents a revival in the 80's rap idea of "BeatBoxin'."

SigArch is also planning a **Pilot ModParty** for later this semester.. We have learned that the ever-popular USRobotics Pilot Personal Digital Assistant can be easily upgraded to 1MB of memory for a mere fraction of what USRobotics charges. So, if you have a Pilot and want it to run faster and hold more useful stuff that you really need, mail `sigarch@uiuc.edu`!

If any of these project ideas sound like fun to you, or you just want to learn more about computer architecture or electronics, come check out SigArch! We meet every Thursday at 6pm in L510 DCL, ACM's very own hardware lab/all night party palace.

SigMicro

by Paul Watts

School is entering its third week, and classes don't seem to be getting any more interesting. So as you sit down at your next boring lecture—before your eyes slowly close and you enter that small-yet-satisfying lecture-sleep—think to yourself: "Could I be getting more out of school?" The answer is no. There's really no point to school, it's just something inflicted on us that we must suffer through.

But you **can** join SigMicro and have an alternative to school. You can join one of our two sub-groups. First, the WinDevils, the group devoted to the scourge of all operating systems (Microsoft Windows), is currently designing the most insanely great game for Win95. Secondly, the MacWarriors, devoted to Macintoshes, spend their time thinking up *Final Exit*-type ways of crashing System 7.5 using ResEdit. Look at our web page at `http://www.acm.uiuc.edu/sigmicro/` for meeting times and places.

You could start your own group. We're seeing if there's interest in starting an NT Users Group. So if you use NT and want to help provide a forum in which other NT users can talk about this operating system, mail `sigmicro@uiuc.edu` with your interest.

Or you could just go to class, spend your time scribbling intricate designs on what used to be your CS225 lecture notes, and ponder answers to such mystifying questions as "Is there a Crayola crayon the color of McDonald's secret sauce?" and "Who put the 'bop' in the 'bop-sh-bop-sh-bop'?" The choice is yours.

SigGraph

by Max Levchin

SigGraph, the Special Interest Group for Computer Graphics, is booming with new people, new interests and all kinds of new fun this year. After making an important decision to shift the focus of the group heavily towards educating new (and old) members in the vast field of computer graphics (rather than only pursuing prize-taking projects) it seems that SigGraph finally got the second wind it has been needing ever since the crash-n-burn end of DataRace project at the last EOH.

With record numbers of people joining us last time (fourty-four, baby!) SigGraph is determined to learn plenty of new things this year and have a lot of fun in the process. It is still to be decided what project we will show at EOH, but 8 or so workshops have already been scheduled. These workshops cover topics as diverse as PhotoShop, LightWave, 3D game programming, ray-tracing and radiosity, OpenGL, Alias, and many others.

Also planned for this year, a few visitors and speakers — UIUC professors and researchers from the Beckman Institute in addition to SigGraph alums. Another new feature of this year — contests. Every few meetings, a new contest is announced, and the members have one or two weeks to present an entry. The winner, decided by the majority vote of the group, gets a valuable prize. For example, the last contest was "Design the SigGraph logo" [shown above.] The prize for the contest was a free T-shirt (with the new logo on it!) and a paid subscription to Dr. Dobb's Journal.

So if you are into anything from ray-tracing to desktop publishing, game programming to pixel-by-pixel drawing, or just want to go have some fun in the CAVE, come check out SigGraph! We meet Thursdays at 7:00pm in 1102 or 2240 DCL, depending on the size of the group present. To subscribe to our mailing list, drop a line to `siggraph@uiuc.edu`. See you at the next meeting!

Upcoming Events

Oct 2:
- Crowe-Chizek Tech Talk on NT vs UNIX, 7pm 1320 DCL

Oct 3:
- Deloitte and Touche Info Night, 6pm, 1310 DCL
- Microsoft Info Night, 8pm, 1310 DCL

Oct 6:
- ACM Fall Picnic, 1pm, Illini Grove

Oct 9:
- Kinesoft Tech Talk on Game Development for Windows 95, 7pm, 1320 DCL
- SGI Info Night, 9pm, 1320 DCL
- Resumes due for Conference and ACM Resume Book, turn them in at 1225 DCL

Oct 11:
- Computing Job Fair, 9am-5pm, DCL Atrium

Oct 12-13:
- Reflections | Projections - 2nd Annual Midwest Computing Fair

Oct 18:
- Deadline for music submission for Sounds & Visions

Oct 20:
- Citrix Info Night, 6pm, 1320 DCL

Oct 23:
- Microsoft presents Visual J++, 7pm, 1320 DCL

Oct 25:
- ACM Drop Day Party

With the new year came new leaders, new members, new ideas, new projects, and of course, **new music**.

By Chris Richmond

On Wednesday, September 11th, SigMusic, the Special Interest Group for computer applications in music, kicked off the year with its first meeting. Many things were discussed: software and technology demos, the "music lab" project, EOH ideas, and possible dates for the Sounds and Visions concert this semester.

SigMusic has a wide variety of members, each with their own unique musical background, knowledge, and experience. At our meetings we try to bring all of this information together by having those who know about one facet of computer-related music give a demonstration about it to the rest of us. Some of the upcoming demos include a recording and sampling workshop, 4-track recorder demos, MOD (and various other musical-file format) demos and several MIDI workshops. We're even planning to venture into CAMIL, the Computer Aided Music Instruction Lab up on the fourth floor of the music building.

One of the more interesting and ambitious projects talked about at our first meeting was the Music Lab project. While there are many members of SigMusic who own their own computer and equipment to create music on, there are many who do not. A Music Lab would not only provide everyone with easy access to the technology needed to explore computer-related musical applications, it would also allow people to work together on group projects in one public location. The Music Lab is a long-term project that would probably take more then a few semesters to complete.

Engineering Open House (EOH) is always a big event for ACM. All the Sigs try to come up with a cool project and show it off every year. Last year SigMusic worked on a software vocoder. A vocoder is a way of combining two audio signals into one — for instance, if a guy talked and played a keyboard into a vocoder, it would come out sounding like the keyboard was talking. Current ideas and plans for this year's EOH project are open for discussion.

The biggest and most exciting event for SigMusic is the semi-annual Sounds and Visions concert. Sounds and Visions is a concert where the music is written and composed by SigMusic members is combined with graphics drawn and programmed by SigGraph members. The concert happens every semester before finals in 1320 DCL. This semester's concert will probably be the week before Thanksgiving. Multiple times and dates for the show are being considered.

SigMusic welcomes all people regardless of musical background or major. If you are interested in music, want to learn more about how computers can help create it, or want to help out any of the projects SigMusic will be working on this year, come to our next meeting! SigMusic meets Wednesdays at 7pm. Just stop by the ACM office. You can email us at `sigmusic@uiuc.edu` or check out `http://www.acm.uiuc.edu/sigmusic/`

How To Kick Butt (Without Getting Off Yours)

maybe you're not the hardest body around or the brightest candle in the box...

by Mike Kreger

The spirit of competition runs rampant throughout the U of I. Admit it, you love beating out the class on an hour exam. Okay, so maybe you relish the *idea* of someday beating out everyone else by scaling Mt. Everest or curing cancer or singlehandedly kicking some country's butt. Maybe you're not the hardest body around or the brightest candle in the box. Maybe you think working up a sweat is just plain gross. Maybe you're best at just sitting on your hiney, fooling around with a computer.

Geez, stop whining already! There are plenty of ways to kick butt using your computer. (And I'm not talking about Quake.) Get a couple friends in gear and enter the MechMania II programming contest. On October 12, you'll get 19 intense hours to program your own warrior robot to cause some major hurt in a networked battle blowout. Start your mission now by visiting `http://www.acm.uiuc.edu/conference/mechmania/`.

Or you may be the sort who prefers a quiet game of chess over thrashing brains. A group is being formed to create the ultimate opponent in the ancient Chinese game of Go. Go is absurdly easy to learn, yet devilishly more difficult to master than chess. Creating a worthy computer adversary in Go is a serious challenge for artificial intelligence. Get information from `bhsu@cs.uiuc.edu` and help develop the Deep Blue of Go.

You intellectual types may be paraphrasing an Ancient Rule of War, "Know Thine Enemy." Hey, you can work on that too! There's a discussion group on artificial neural networks and computational brain theory. Yeah, these people study the human mind and how to fit it into a computer. Just think, the ultimate computer opponent! Find out how to infiltrate at `http://www-kbs.ai.uiuc.edu/ANN-CBT`. Happy hunting!

SigIR

by Ben Gross

SigIR is the Special Interest Group for Information Retrieval. We are interested in issues ranging from information retrieval theory to aspects of the application of computers to the acquisition, organization, storage, retrieval, and distribution of information.

Topics include: storage and search techniques, retrieval system modeling and evaluation, natural language processing, multimedia data management, cognitive modeling, artificial intelligence and knowledge bases, hypertext, man-machine interaction, text representation and indexing.

SIGIR meets at 6:00pm in 1225 DCL (ACM office) on the second and fourth Tuesday of each month.

See the SIGIR homepage for more infomation `http://www.acm.uiuc.edu/sigir/` or email `sigir@uiuc.edu`

SigArt

how can computers be good at games like chess while still being dumb as a post?

by Mike Kreger

For millenia, the human mind has striven to understand itself. Some peer into their souls through the arts such as painting and writing. Others go the routes of religion and mysticism, looking for the unexplainable truths within us all. Still others have studied the human psyche through sciences like psychology, biology, and sociology. And then there are those of us who explore the mind by trying to build one and seeing what parts are missing.

Artificial intelligence, the collaborative science of psychology, philosophy, biology, computer science and many other disciplines, is an exciting field. Nobody knows how to build (mechanically) another person — our inability to decide what makes up "intelligence" makes creating some of our own seem nearly impossible.

All I can say is, we're working on it. In SigArt, we discuss how far science has come in understanding how the mind works, we do our own research to test out current theories of AI, and we speculate on what adventures lie ahead as we look towards what may truly be our final frontier.

Recent SigArt meetings have discussed topics such as game theory (how can computers be good at games like chess while still being dumb as a post?) and natural language comprehension and production.

SigArt meets every Monday at 7:30pm in 1102 DCL. Students of all ages and majors are welcome to show up and discuss both classic and recent issues in artificial intelligence and to work on programming projects. No technical experience is required—as nobody knows along which path the mind's secrets lie. Email `sigart@uiuc.edu` with any questions.

http://www.acm.uiuc.edu/

Are You Ready to Rumble?

SigSoft is....

by Michael Lee

So what'll it be this year? Another multi-user environment? You bet. A game? Muahahaha, we'll see... We have a huge team of bubbling programmers ready to rumble. We'd be thrilled to take in any more neophytes or experienced leaders. A taste of what's going on:

We will be holding a number of mini-workshops to bring interested people up to speed on various aspects of programming (in our quest for the ultimate software project). This includes things like network programming, X Window and Windows/MacOS programming and object-oriented design. We also will foray into such exciting things as multi-platform game-development frameworks, distributed object environments, and new network protocols.

SigSoft

All this will lead up to a major development effort on one or more software projects. A major focus of this year will be on effective design methodology as well as setting up a self-supporting work environment. Why? If we make a prototype and set up a proper framework, we can decide to make this a joint-development effort with other SIGs if we wish with relative ease (e.g. optimizing graphics code/engine, adding security, adding intelligent agents, etc).

Along the way, you just might discover how much you can learn in just a short period of time. Hanging out with people who are knowledgeable on a wide variety of topics, are really awesome at what they do and with other people just as eager to learn as you will have an effect you won't believe.

So if you got an itch to be part of a team o' hackers, come on by 1102 DCL on Wednesdays at 6pm. Drag your friends along too. Got questions? Mail `sigsoft@uiuc.edu`.

SigUnix

by Jesse Olson

The members of SigUNIX strive for a better understanding of UNIX design, platforms, and utilities. Our focus for this year is the X environment using the Motif widget set. What we develop is up to our members, so come join us!

Our first meeting went quite well. SigUNIX had an attendance of eight highly motivated people. Later on in the semester, our meetings may move to one of the EWS labs.

The best way to find out about SigUNIX is to look at our web page `http://www.acm.uiuc.edu/sigunix/` or on our news group: `uiuc.org.acm.sigunix`. To be added to the mailing list, send mail to `sigunix@uiuc.edu` with a request for a subscription. SigUNIX meets at 8pm Wednesdays in 1102 DCL.

Sounds & Visions

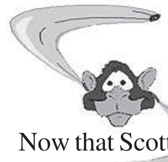
Attention Musicians, Artists, Geeks, and anyone who just likes to dabble in computer graphics and electronic music...

Once a semester, SigGraph and SigMusic produce a computer graphic and music extravaganza. The graphics and music are created entirely by ACM members.

We are looking for people to get involved in the development of both music and art for the concert. If you are interested in submitting a piece of music, the deadline is October 18th. Graphics work will begin shortly thereafter. The final concert is tentatively set for Friday, November 22.

For more information about participating, take a look at `http://www.acm.uiuc.edu/sigmusic/concert/` or email `siggraph@uiuc.edu` or `sigmusic@uiuc.edu`.

Webmonkeys



by Eric Huss

Now that Scott Banister has gone off to do professional Web stuff, I, Eric Huss, have taken over as the WebMonkeys chair. We'll be doing some cool new workshops this year in addition to informational meetings.

Want to learn about the latest Web technology? Come to a WebMonkeys meeting Wednesdays at 6:30pm in 1225 DCL. We'll be doing introductory HTML and Java workshops as well as advanced topics such as secure transactions and advanced Java programming.

Or, if you have any original project ideas, come to a meeting and share your thoughts with the group. New people and new ideas are always welcome.

SigCAS

by Ben Gross

SigCAS is the Special Interest Group for Computers and Society. It is a lively band which meets once a fortnight to talk about societal issues raised by computing technology. Quality of life, ethics and information infrastructure impacts are a few of the issues discussed.

In order to facilitate a high level of conversation we meet at Murphy's Pub and cover topics such as information privacy and security, human factors, risks of computing, ergonomics, good books, the impact of standards, cryptography, and new law affecting the Net.

Please bring: ideas for topics, projects you would like to work on, friends who are interested, pointers to sources of information, articles, books, magazines, etc. We meet at 6:00pm in Murphy's Pub on the first and third Tuesday of each month.

Check out `http://www.acm.uiuc.edu/sigcas/` for the latest information or mail `sigcas@uiuc.edu`.

➔ (Open Letter...) Continued from page 1

As a computer programmer—especially as one who is thinking about a job in the commercial market— you should take every opportunity to make your programs easier to use (especially if *you're* the one who will be using it). As a provider of the new technology, you can do one of two things: provide the technology in a form which people can and **will** use, or provide counter-intuitive software which people won't use. If you choose the latter path, every step you take will be a step backward.

As a computer enthusiast, don't put yourself on a pedestal for knowing how to use a computers. If, as the paradigm shift forecasts, the computer is to become the next common household appliance, then thinking of yourself as superior because you're "computer literate" is akin to thinking of yourself as superior because you know how to use your blender.

We are on the forefront of the computer revolution; with the popularization of the Internet, the reaction which started nearly 20 years ago is reaching critical mass. But if the computer remains a tool which is considered "too difficult" or only the property of techies, will we ever see the revolution that so many of us have predicted?

ACM Then and Now...

By Amy Ryan

A quick dig through the the Banks of the Boneyard Archive led to some interesting discoveries that happened ten years ago this month...

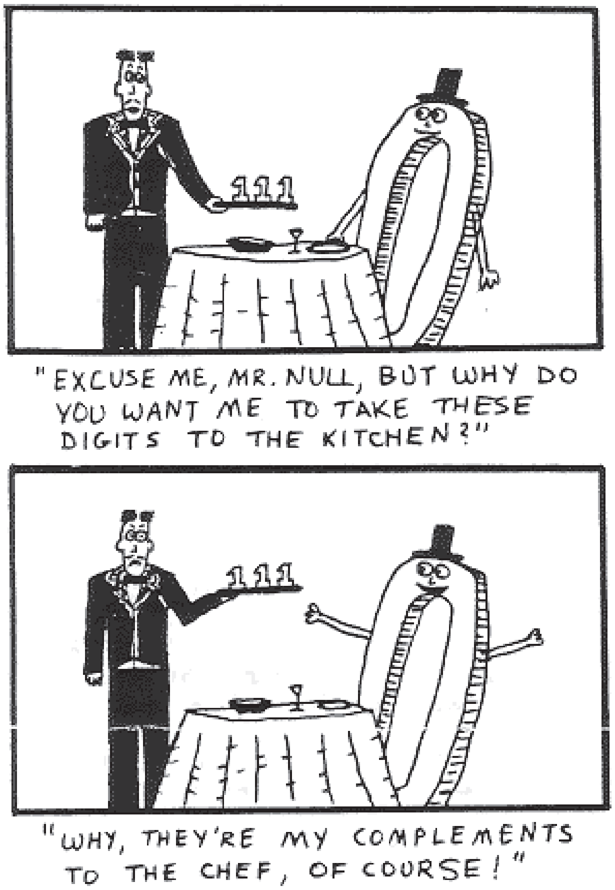
- SigEMUS - The Special Interest Group in Electronic Music was founded. Today, SigEMUS still thrives as SigMusic. Also founded this time 10 years ago was SigGraph - the Special Interest Group in Computer Graphics. Both SIGs remain very active and work together each semester to create an incredible computer graphics and music concert.

- Our Faculty Spotlight (a section of the Banks which interviewed DCS faculty) featured then Assistant Professor Daniel Reed. The spotlight focused on Reed's dedication to students and his desire to promote student/faculty interaction. Congratulations go to Professor Reed for his recent appointment of Department Head.

- ACM's largest Special Interest Group in 1986, SigUUCP (Unix Users and C Programmers) held workshops to help students become aquainted to the UNIX environment. Just last month, SigUNIX helped continue the tradition and hosted a workshop on the same topic.

- In 1986, the Banks featured an article about plans for constructing an annex to DCL. Now, ACM's office proudly resides off the main hallway of that annex, thanks to the continued support of the Department of Computer Science.

- Social Activities back then included a hayride, Putt-Putt golf, and a picnic. On October 6th of this year, we'll continue the ACM picnic tradition with a giant cookout, somes games of volleyball, and a lot of fun at Illini Grove beginning at 1pm.



Computer humor of ten years ago, featured in Banks of the Boneyard

- Also being planned this time ten years ago was an ACM Job Fair. This year, ACM is planning a large scale job fair to be held in conjunction with our Reflections | Projections conference. This year's job fair will be held October 11th in the DCL Atrium.

So as you can see, the tradition is still going strong in our 31st year as an ACM chapter. We'd like to take this opportunity to salute all of our alumni for their continued support throughout the years, and we look forward to several more decades of success.

Do you use Windows, DOS, or MacOS
and wish there were something better?

Or did you find CS 323
(Operating Systems Topics) fascinating?

SIGOPS

the Special Interest Group for Operating Systems

Thursdays at 8pm, 1330 DCL

Résumés are due for the Conference Résumé Book and the ACM Résumé Book at 5pm on October 9th. Drop them off in the ACM office, 1225 DCL.

acm

student chapter
university of
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membership form

Return or mail this form to:
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1304 W. Springfield Ave.
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UNIVERSITY STATUS

- ☐ freshman
- ☐ sophomore
- ☐ junior
- ☐ senior
- ☐ m.a. / m.s.
- ☐ ph.D.
- ☐ faculty / staff
- ☐ postdoc
- ☐ alumni
- ☐ other

special interest groups

lug	linux users group
sigarch	architecture
sigart	artificial intelligence
sigbio	biocomputing
sigbiz	enterpreneurship
sigcas	computers and society
siggraph	graphics
sigir	information retrieval
sigmicro	microcomputers
sigmusic	music
signet	networking and security
sigops	operating systems
sigsoft	software development
sigunix	unix programming
sigvr	virtual reality
webmonkeys	www development

MEMBERSHIP TYPES

return form with check or money order payable to the ACM at UIUC

- ☐ $40 for eight semesters
- ☐ $22 for four semesters
- ☐ $12 for two semesters

ACM NATIONAL MEMBER

- ☐ yes — #
- ☐ no
- ☐ currently applying

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