

THEODOR HOLM NELSON

LITERARY

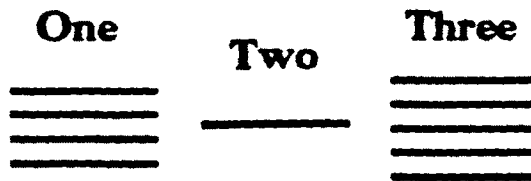
THE REPORT ON, AND OF, PROJECT XANADU
CONCERNING
WORD PROCESSING, ELECTRONIC PUBLISHING,
HYPERTEXT, THINKERTOYS,
TOMORROW'S INTELLECTUAL REVOLUTION,
AND CERTAIN OTHER TOPICS
INCLUDING
KNOWLEDGE, EDUCATION AND FREEDOM.

MACHINES

Mindful Press, 3020 Bridgeway Suite 295, Sausalito CA 94965

This book is a hypertext, or non-sequential piece of writing.

It is partly *about* hypertext, or non-sequential writing, and using a hypertext form will, I hope, help communicate some of the benefits of such writing.



PLAN OF THIS BOOK

There is a Chapter Zero, several Chapters One, one Chapter Two, and several Chapters Three.

It is suggested that you read Chapter Zero first; then any of the introductory Chapters One; and then Chapter Two, which is the heart of the book. (Because Chapter Two is long and sequential, its parts are numbered. Other sections of the book are not numbered because they are not, in principle, sequential.) You may or may not feel that you understand it fully.

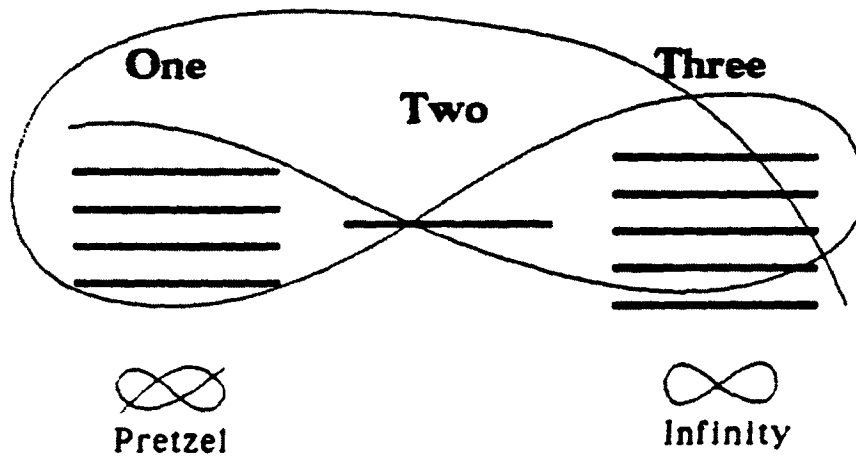
It is suggested that you then read one of the closing chapters. This will help you see what the future of the system is supposed to be about.

At this point it is suggested that you read another of the introductory Chapters One, and look over Chapter Two again. You will almost certainly understand it better.

Continue in this vein, passing repeatedly through Chapter Two, until you understand this book.

Pretzel or infinity. It's up to you.

There are also several Chapters Four, which deal with certain technical aspects of the system, and several Chapters Five, which deal with certain business aspects. No instruction for reading these chapters is provided.

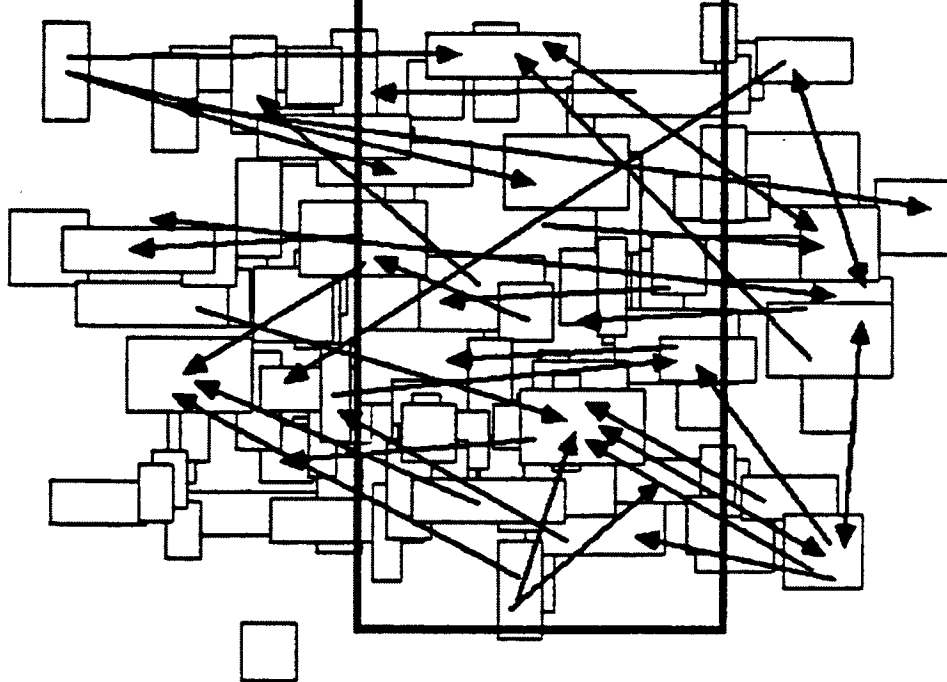


Whenever a work's structure is intentionally one of its own themes, another of its themes is art.

Annie Dillard

THE FRAMING PROBLEM

How extract and visualize
an appropriate subset from
a tangle of interconnected
pieces?



COMPLEX ALTERNATIVES AND INTERCOMPARISON

One of the most important things that the computer workstation can do is help the user *understand complexity*. As designs and structures evolve, it is vital to see how they relate to complex alternatives.

A vital aspect of this is to show and highlight different versions, parallel structures, alternative designs--*the detailed resemblances and differences* between complex structures.

These alternatives may be different designs for future growth; they may be

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