1973

Computer Science Fair for High School Students

ANNOUNCEMENT

COMPUTER SCIENCE FAIR FOR HIGH SCHOOL
STUDENTS - to be held at the First
National Computer Conference and Exposition
in New York City, June 4-8, 1973

High school students - including June, 1973
graduates - principally in but not restricted
to the Greater New York area, are invited to
submit projects for possible exhibition at
the first national conference of those Ameri-
can professional societies that are strongly
involved with computing.

Projects may fall within any of the following
categories:

1. New applications of computers
2. Programming
3. Design and construction of computers
   or components
4. Mathematics of computation

Both hardware and software projects are
solicited, but these must be suitable for
display at the conference. In the case of
software projects, graphical or poster
displays highlighting the key ideas should be
used for this purpose. Projects may be sub-
mitted by individuals or, under exceptional
circumstances, small groups. However,
stricter criteria will apply to the selection
of group projects. Any programming languages
or computing equipment may be used.

Prizes will be given to those students whose
projects are considered best in each of the
above mentioned areas and one grand prize
will be given. However, no subsidies for
travel to or living expenses at the Confer-
ence will be available. Participants will
have to make their own travel or living
arrangements. Every participant will receive
an exhibitor's badge and will have free
access to all proceedings at the Conference.

Those interested in submitting a project
should request a submission form and submit
this by April 1, 1973, to the chairman of
this program who is indicated below. This
submission form will include details of the
proposed project and must be signed by a
teacher familiar with the student's work.
Those invited to exhibit their projects will
be notified by May 1, 1973. The completed
project display must be brought to the New
York Coliseum, site of the conference, by the
start of the conference on June 4. Prizes

will be announced and awarded during the
conference.

For a submission form and any additional infor-
mation write to:

Professor F. S. Beckman
Chairman, Department of Information Science
Brooklyn College, CUNY
Brookly, New York 11210
(212) 780-5657

THE DECLINE OF NATURAL RESOURCES AND THE DECLINE
OF REASON: A MODEL FOR THOUGHT PROVOCATION

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Contrasting two basic premises, that of natural
resources and their decline and Abraham Maslow's
concept of human needs, man is perhaps destined
to the fate of becoming less than what might be
considered a rational man. No one would doubt
that man has come a long way since he first
embarked into a realm of rational thinking. The
advent of technology has helped to facilitate
the availability of leisure time for him. In
addition, such technology has indirectly catal-
yzed the growth of a certain amount of intellec-
tualization in man. For example, the wheel has
enabled man to conduct his chores for survival
and in so doing--has also provided him adequate
time to reflect upon his accomplishments. Such
reflections have helped to precipitate new
thoughts about his future.

Today, man is experiencing what one might con-
sider to be a "leisure time syndrome." This
syndrome has enabled him to think of things
and events that have exceeded his wildest ex-
pectations. The atomic age, the walk on the
moon, breakthroughs in medicine, and a better
understanding of life itself have perhaps
generated a mystic optimism that is almost
unexplainable. However, if certain theories
about the nature of man have any semblance of
truth--and if certain facts about his effects
on natural resources remain factual, then he
may very well be on a collision course with
an inevitable horror never before witnessed
by any human being anywhere on this planet.

Many social observers have attempted to class-
ify the common concerns of man. The