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You Gotta Go to School for That?

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sociations, and private companies that meets monthly to discuss legislative and regulatory initiatives. Among the subjects dealt with are — Categorical Aid to School Libraries and the Ready to Learn Act's authorization of funding educational TV for Head Start programs.

Formally and informally, AAP works in coalition with such groups as ALA, the SLA, and the Association of College and Research Libraries (ACRL). Issues on which librarians and publishers at least broadly agree include postal rates, education funding, and the exciting potential of new technologies.

In Washington, **Diane Rennert** and **Eileen Cooke**, lobbyists for AAP and ALA, respectively, have long maintained a close working relationship. They are currently combining their efforts in behalf of increased federal funding for education and libraries.

As impressive as those efforts are, officials in the two communities believe their cooperative activities can and

should be more extensive. One promising area is public relations. At the ALA's New Orleans conference, AAP's Director of Public Affairs, **Roger M. Williams**, and his ALA counterparts, **Peggy Barber** and **Linda Wallace**, discussed a number of possibilities for effective joint action.

Literacy is an obvious area for cooperation. Publishers and librarians worked long and successfully to create the National Institute of Literacy, and AAP has expressed strong interest in joining the National Coalition for Literacy, which was founded by ALA. The three public affairs officers are also working jointly on a major newspaper and magazine campaign to educate the public about the extent of current cutbacks in library funding and the dangers they pose to all Americans.

AAP realizes that professional and scientific publishing is an area that requires much more dialogue and interaction with librarians. For our part, we

believe there's plenty to discuss on both sides as technological developments influence and perhaps even transform traditional methods of publishing. A major project of PSP's **Barbara Meredith** will be to talk with librarians about the significant added value publishers bring to the materials and information they produce for libraries.

Will such efforts ease our differences of opinion over copyright and related matters? Perhaps, and we can work on them in other ways, too. But even if those differences remain, they should not stand in the way of other cooperative efforts that will benefit both publishers and librarians. And, at a minimum, we will understand each other better. As our **Diane Rennert**, a veteran of forging tactical alliances, puts it cheerily, "In the public policy world, you're friends with an organization on some issues, opponents on others. In any case, you keep right on talking to each other." ☞

You Gotta Go to School for That?

by **Jerry Seay** (Rookie Librarian,
College of Charleston Libraries)

Faxing the Dead Sea Scrolls

Is this world changing fast or what? The other day in interlibrary loan my intrepid assistant, Shirley, brought a patron request to my attention. "Jerry," she said, "we got another strange one."

Every other request is strange in ILL. "What this time?"

This guy wants the Dead Sea Scrolls. "What!?"

"Yep, but that's not the strange part. He wants them faxed."

Are you folks as perplexed, confused and otherwise bumfuzzled about all this new information, multimedia instantaneous access as I am? OK, so everybody and their aunt Lou are talking, writing, e-mailing and downloading about what all this new stuff is, how it makes our lives better or worse and why you should tune in, upload and link up. But, what is this doing to us? It's making us nuts that's what's it's doing. And it's making

us want everything fast fast fast. It is screwing up our whole sense of time.

Admit it. You get impatient if it takes the computer more than two seconds to respond to a command or a request. After three seconds you say, "Gee, this thing sure is slow today." You start thinking of all the things you could have accomplished if you had not been sitting at the computer for the last three seconds. Wow, the things you could have done . . . the lives you could have lived. But, nooooo. You just wasted three seconds. Three seconds shot, down the drain.

And after five seconds you are banging on the <ENTER> key. You will have your info now! You demand that this blasted thing spit out what you want or suffer a terrible fate. You begin to imagine the cathartic damage you could wreak with a sledge hammer.

Seven seconds pass and you begin to second guess your search strategy. Should you have put "watermelon carv-

ing and Buddhist monasteries" or should you have used an *or*? Should you have even used a Boolean operator in the first place? You begin to regret entering the request.

Your mind begins to wander and you dream about what the world will be like when computers have completely taken over everything...

Boy: "Hi, my I'm jonesb@bambone.isu.edu.bitnet. Do you <ENTER> this downlink often . . . <BACKSPACE> . . . BTW, sorry if this is a FAQ but, do you mind if I interface?"

Girl: "I come here to <ESC>. I'm smithl@ashley.tnt.mit and IMHO that is the oldest FAQ in cyberspace. flip a better line next time. INCORRECT PASSWORD> ACCESS DENIED."

Your mind is snapped back to reality for, finally, after nine gut-wrenching seconds the information gushes forth. Then you become cynical. "I thought computers were supposed to be fast." ☞