

Watch this Fanspace

ConJose will be hosting a Speaker's Corner in the Convention Center Concourse. Please sign up, there or at the Fanspace table, and share your opinions, ideas and expertise with all of us!

Provoking Discussions

Justin Lloyd and as many con goers that he can round up will be hosting impromptu roundtable sessions on a variety of topics in the ConSuite in the Fairmont hotel from approximately 8 PM each evening until the host/hostess kicks us all out in the wee hours of the morning. Bring a thought provoking topic to discuss and share your ideas and insights with other educated and well-behaved roundtable guests.

The dot.Con Daily Staff

Publisher
Bob Daverin

Editors in Chief
Morning edition: Matt Branstad
Afternoon edition: Michelle Boyce
Evening edition: Brenda Daverin

Copy Editor
Debbie Lentz

Field Reporters
Hilary Ayer, Douglas Berry, Neyir Cenk Gökçe, Barbara Johnson-Haddad, Beth Little, Michael Nelson, Sarah Prince, Jan van't Ent, Julie Wall and a cast of thousands

The dot.Con Daily is © 2002 San Francisco Science Fiction Conventions, Inc. Views expressed here are not necessarily those of SFSFC, the executive committee of ConJosé, or any other person or entity save the person expressing those views. Items not credited to any individual were either written by staff or materialized in our office embedded in a transparent aluminum cube. Our office is in the Garden room at the Fairmont. Newsletter drop boxes are located at the Information Desk and in ConOps and the newsletter table in the Convention Center. Worldcon, "World Science Fiction Convention," "WSFS," "World Science Fiction Society," and "Hugo Award" are registered service marks of the World Science Fiction Society, an unincorporated literary society. "ConJosé" is a service mark of San Francisco Science Fiction Conventions, Inc.

Light Rail Schedule

Weekdays - Southbound			
	Metro	Conv	Tamien
	Airport	Center	Station
Early Morning	5:40A	5:57A	6:02A
	6:20A	6:37A	6:42A
	then every 15 minutes till 7:35P		

Evening	7:52P	8:09P	8:14P
	8:12P	8:33P	8:38P
	then every 30 minutes till Midnight		

Late Night/Owl	12:16A	12:33A	2:38A
	12:46A	1:03A	1:08A
	then every 60 minutes till 5:30A		
=====			
Weekdays - Northbound			
	Tamien	Conv	Metro
	Station	Center	Airport
Early Morning	5:17A	5:22A	5:39A
	5:37A	5:42A	5:59A
	then every 15 minutes till 8:00pm		

Evening	8:14P	8:19P	8:39P
	8:29P	8:34P	—
	then every 30 minutes till Midnight		

Late Night/Owl	12:06A	12:11A	12:27A
	12:34A	12:39A	12:59A
	then every 60 minutes till 5:00A		
	4:57A	5:02A	5:19A

Millennium Badge Number Mystery

Each badge for ConJosé has a unique membership number upon it. When you receive your badge, examine it carefully. If it has a "millennium" badge number (that is, badge number 1000, 2000, 3000 and so on), please go to the Cargo Cult table in the Dealer's Room. There is something mysterious waiting for you there.

The dot.Con Daily

The Official Newsletter of ConJosé

Thursday Afternoon
August 29, 2002

Welcome to ConJosé

On behalf of Kevin Standlee and Tom Whitmore, allow us to welcome you to ConJose, the 60th World Science Fiction Convention. We've been working on bringing you the best Worldcon we know how for three years, and we think you'll like what you see.

Our belief is that we're throwing a party for over 4,000 of our dearest friends, some of whom we haven't met yet. We hope you come away from this weekend feeling as if that's just what you attended. And take a moment or two to try something new; we have a lot for you to see and do, so discovering a new interest may be easier than you'd imagine.

Again, welcome to the convention. We're glad you could join us.

One to beam aboard, new time

As many of you have probably heard, we are extremely fortunate to be having Patrick Stewart, star of X-Men and Star Trek: The Next Generation, appearing tomorrow night at the San Jose Civic Auditorium. He was initially scheduled to appear at 8 PM, but due to scheduling changes, will instead be speaking beginning at 7:30 PM. The doors to the Civic Auditorium will open at 7.

We should note that the balcony seats are only accessible by stairs (and we do apologize; transporter technology is not yet perfected). If you are capable of climbing stairs, we do suggest you take balcony seats if you are an early arriver; the view will be quite excellent and you will gain karma points for leaving the floor seats for our less mobile attendees.

Thursday Party Listings

All parties are in Fairmont Hotel's main tower.

1028	9:30	Party New Zealand
1128	8:00	CostumeCon 21
1205	8:00	BASFA Mad Scientist
1505	9:30	MilPhil Thank You
1811	9:00	I-Con
1817	10:00	Cryonics/Life Extension
1827&8	8:00	Charlotte NASFiC 2005
1905	9:00	Chichen Itza in 2012
2021	8:05	UK in 2005

Special: San Jose Pub Crawl to start at 8:00 PM - check in at the Voodoo Message Board in the Convention Center.

Chill your party out?

ConJosé will sell ice at a cost of around \$8 per 40 lb bag. This is for the convenience of both people hosting parties and for people who are not - if parties get their large supplies of ice through the convention, the hotel will not run out of ice for those who are using lesser amounts. Ice will be available starting Thursday evening and running through Monday. We'd appreciate it if you order ice at least one day in advance; best would be to place your order for the entire convention on Thursday after you check into your room.

To order ice, head down to ConJosé Convention Ops in the Fairmont. Ice will be available for pickup after 6 PM each of the days we order ice.

Warm Bodies:
3000

as of 2 PM Thursday

Deadline for the
Friday morning
issue: 11 PM

Things To Do and See!

If you are looking for a place to go on Saturday, you may want to take a look at the Computer History Museum, located at Moffett Field.

The museum is actually on a military base, so do bring your identification. Look for the incredibly huge building ahead of you (you can't miss it, just trust me), the museum is just in front of it in a small building. When you enter, you will be amazed at the sheer amount of... stuff! There's stuff everywhere!

You will be guided by one of the many well-informed volunteers through the collection. Our tour guide was Chris Garcia, who is the Historical Collections Coordinator. He loves this collection, and it shows. Chris showed us everything from Crays to Speak-and-Spells, from Osbourne DIY machines to an actual Enigma decoder! You won't be able to see more than about 10% of the collection, as most of it is stored pending their move into a new building.

Tours are scheduled, but no reservations are required. Oh, did I mention that the tour is free? (Donations are always accepted cheerfully, of course.) There is a tour available on Friday at 1:00 PM. For directions or to request a Saturday tour (one may be scheduled if there is sufficient interest), you can contact Chris Garcia at 650-604-2572 or go to their website at www.computerhistory.org.

Mystery House

The ConJosé tour of the Winchester Mystery House will take place on Friday, August 30, with a departure time of 2:30 PM for a 3:00 tour. The tour, and transportation to and from the House, should take approx. 2 hours. This is a walking tour of the House. The price includes transportation to and from the House. The price is \$18.00 for adults, \$12.00 for children 6-12, and free for children 5 and under.

Please come and pay for your ticket before boarding the bus. Tickets can be purchased at the Cargo Cult Books table (G-02 and G-03) in the Dealers Room. You will be given a receipt to enable you and any others in your party to board the bus for the House.

Attention ConJosé Party Planners

There will be a Farmer's Market in San Pedro Square on Friday morning.

Oooo... Donuts!

For a quick breakfast treat, we recommend City Bagels at 52 Santa Clara Street, between First and Market Streets. Their breakfast bagel is steaming hot and packed with eggs, chives, mushrooms, and cheddar cheese. While their bagels are about as good as you can hope for on the West Coast, their fresh donuts are fantastic! A wide variety of enormous tasty donuts call out to your donut-loving soul as you enter this little shop. Well worth the short walk from the Fairmont.

For those of you willing to walk a little further, Lou's Living Donut Museum at 387 Delmas Avenue on the corner of Auzerias Avenue (south of Highway 87) has been delighting donut lovers for 45 years. They sell over 200 dozen donuts nearly every day (and usually sell out by noon). They open at 5:30 AM Monday through Friday and 6:30 AM on Saturday (closed on Sundays).

As if the convention weren't enough...

The City of San José doesn't let its downtown go dead during Labor Day weekend. Tonight in Plaza de Cesar Chavez (the park in front of the Fairmont Hotel) at 6 PM, the rock band Luce will be performing a free concert with their opening act kicking things off at 5 PM. Over the course of the weekend, downtown will also be hopping with the Tapestry Arts Festival.

These will cause some walking and driving issues; information on those for Tapestry Arts is provided on our website and will be repeated in the newsletter in a future issue.

Coming Up In Our Next Issue

Continued Verner Vinge Interview

Interview: Verner Vinge

Writer Guest of Honor Verner Vinge will Have a full interview panel during the convention. For this interview, we decided to concentrate on one aspect of his work, the concept of The Singularity, which informs the major portion of his work.

Q: The discussion first appeared in 1993. Is there any way you would change your abstract?

VV: I would make no changes in that. No changes in the abstract. No changes in the essay. There might be some things that look like they are proceeding more spectacularly than others, but surprisingly, perhaps demeaningly so, I really don't think that I would change it, including the time schedule. It's not that I am saying "this has to happen," I'm just saying, "This is a likelihood."

Q: You mentioned four means through which science may achieve this breakthrough. How would you change or update your time frame for each of them?

* There may be developed computers that are "awake" and superhumanly intelligent.

* Large computer networks (and their associate users) may "wake up" as a superhumanly intelligent entity.

* Computer/human interfaces may become so intimate that users may reasonably be considered superhumanly intelligent.

* Biological science may provide means to improve natural human intellect.

VV: Of these four, right now, the second one is certainly has the most play in my mind. The third one, computer/human interfaces, that actually is proceeding apace. There's an enormous amount of research being done by people who have no interest in what we're talking about. The computer/human interface, whether it's a mouse or a keyboard or a wearable or whatever, it's a very big commercial thing. However, computer/human interfaces where they actually stick electrodes into your head and the computer becomes an extension of your brain, that actually looks quite hard. It probably would be something that would be most successful if it were done at the embryo stage, and there's obvious reasons why that won't be...

(interviewer and interviewee laugh)

The fourth one, "biological science may provide" I think actually in the next fifty years we're going to find biological science being able to improve our intellect, but I don't think it will be anything like as strong as what we are going to be able to do with team work.

Q: You also mentioned the possibility of a synergy of humans?

VV: Yes, certainly, if mediated by the sort of networking stuff we have now. There's a guy named Gregory Stock who wrote a book called Meta Man that does a very good job with that possibility. So even if at this stage I don't know which of those is going to be predominant. As I said in the essay, I think that they will all interact with each other. Some of the biological stuff will make it easier for us to work with computers. Surprisingly enough, just improving human memory would make it easier for us to interact with computers. Usually people think that computers make it so that we don't need to have such good memories. But I think that the great problem that we have with communicating with computers is from us to them. Going the other way, we can get very high rates of communication. But from us to them is hard. I think if we had better memories, there are some easy hacks and we could do very much better in that direction.

For instance, I have this story called Fast Times at Fairmont High where one of the characters has short-time photographic memory. So if he has his wearable present him with visual schemes, with the components of these visual schemes tagged with numbers, he can remember those numbers for a little while and actually use those numbers to say very precise things back to the machine about what he wants done in terms of analysis. So I think there will be things - the fourth item on my list there is non-trivial, even though I think the machine/human combination, and the machines themselves will proceed much faster.

Continued next issue...