RESPONDING TO THE CHANGES IN
THE COMPUTER PROFESSION

An editorial by technical editor, Prof. Harold S. Stone

COMPUTER magazine has now become a monthly publication, thus enabling us to broaden our coverage of the computer field. In the past years we have relied heavily on guest editors, with the result that each issue was devoted primarily to a single topic. While we will continue to have such issues in the future, the increased frequency of publication permits us to publish more individual papers of general interest than we have been able to publish in the past.

Recent topical issues have been devoted to such diverse areas as computers in communications, design automation, computer architecture, integrated circuit memories, and performance measurement of computer systems. These papers are principally tutorial with the major emphasis on informing a professional readership of advances and developments within recent years. In publishing these articles, COMPUTER fills a vastly different role than the IEEE Transactions on Computers, and other publication of the IEEE Computer Society. In the latter publication, the primary criteria for the selection of papers is a contribution to knowledge, not upon general interest; in COMPUTER tutorial papers are favored, independent of their contribution to advancing the state-of-the-art.

In saying that our goal is to publish papers of general interest in COMPUTER, we note that the interests of Computer Society members have changed over the years, and are likely to change more in the future. COMPUTER will also change to maintain a steady flow of informative and relevant information for the computer professional.

Recent polls indicate that more of today's readers are engaged in software development than in hardware development, with both types of professionals coming from a strong engineering background. Thus today's computer engineer is truly a computer systems engineer, capable of working on either side of software/hardware interface, and sometimes somewhere in the middle.

To serve the needs of this community we have published articles on operating systems, performance measurement, software design, and microprogramming. Readers will see articles of this type appearing with great frequency in the months to come.

Since the primary function of this publication is to be responsive to the needs of the membership, you, the reader, can do much to guide the future of COMPUTER through your letters and submitted articles. If you want to see a subject covered that has been overlooked, just let us know. And even better, write the article you want to see in print and submit it to us for publication.