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E : Club Med Project Report

This memorandum covers events that occurred after our first trip to Punta Cana. For more information about the first trip and our recommendations, refer to memos from B. Hon dated May 25 th and Jun 3 rd. Suffice it to say that the purpose of our first trip was to lay the cabling for the network and evaluate the situation for potential technical problems. We found a situation that was so haphazard that at times it was ludicrous. In an attempt to alert management to the potentially disastrous situation we encountered, Bob wrote two memos about the trip down.

The chain of events that is the heart of this memo in fact started in the midst of writing those two memos. After returning from Punta Cana late on the 24 th of May (without our luggage), we learned we had a meeting bright and early the next morning with Linda Gordon, Pattie Sheehan and Pierre Schemla. True to form, they were late in arriving for the meeting. We asked Pattie to call us when they got there.

Bob had prepared a memo that summarized our experiences and feelings, which were somewhat bitter. Nevertheless, we were quite determined to make sure that Linda and Pierre (who is a high level executive of Club Med, real high level, like #2 or 3), knew about the problems we felt were present. In our opinion there were several major and numerous minor problems that needed to be addressed for the project to have a chance of success. It seemed to us that no one was handling the myriad of technical & organizational details, involved in this venture.

From the start the meeting was quite strained. Bob, acting as our spokesman, began by explaining that our intent was in no way to be critical of individuals or to cause problems for anyone. We were merely reporting our experiences, offering our perceptions and even suggesting some alternatives. We ran into a stone wall.

Pierre became defensive almost at once and began debating specific points heatedly. Linda, for the most part, supported Pierre. A tendency was established right there to look at each problem that arose as a crime for which some culprit must be found and punished. During this meeting the exchanges became quite heated several times, but stopped short of directly inflammatory remarks. We came away feeling that they had completely misconstrued our intentions with the memo and that they were still not aware of the problems facing the project. After the morning meeting Bob spent an additional hour and a half going over specific points with Linda and Pierre.

For several days after that meeting we stopped by Special Projects to check on various things and see if any progress was being made on solving the problems we had pointed out. After it became obvious that almost nothing (certainly nothing that had any significant cost to it) would be done, we decided to concentrate solely on our portion of the project.

Bob was working on the data base handler for the Corvus Disk Drive and

the communications protocols. This involved quite a bit of assembly language code for the Atari 800 and some modifications to the firmware handlers for the 850 interface module. These modifications were carried out with some assistance from the old Home Computer Division.

Jim was handling the remote station programs to implement an iconic bulletin board. Part of this involved a set of 76 pictorial symbols depicting the activities of Club Med Punta Cana. Carol Boemer worked with us in drawing up these symbols. We then used the digitizer developed by Gary Phipps of Atari Research Engineering to convert these to a form compatible with the 800.

During the two weeks between trips software development work proceeded fairly well, if somewhat slowly at times. Original plans called for a trip back down on the 5th of June, then was switched to the 6th. By this time, however, we suspected (correctly, as it turns out) that our development time would be much more productive here than there. We opted thus to delay our arrival until the 7th. This move precipitated yet another brouhaha and we received a good taste of flak for not going down on the 6th with the remainder of the troupe (Linda G., and 6 or so from the L.A. lab). The big problem we were told, was that Club Med charges us \$500.00 for an extra trip to pick us up. This involves sending one Spanish speaking driver with a small van on a three-hour trip to the Santa Domingo airport. So we ended up going on Tuesday the 7th anyway- Bob, Patty and Jim.

The trip down was uneventful, except for the close call in having to have the limo driver turn around half way to the airport and race back to pick up Jim's passport. No problem. We arrived in Santa Domingo and cleared customs with no problems. My, what a surprise we had outside, though. In sharp contrast to our first visit, there were two smiling G.O.s (Gentle Organizers, Club Med's quaint term for slave labor in paradise) and the crusty van driver. We really didn't expect to see the elusive Olivier, but it was nice to see his trusty assistant again. Met us at the airport this time she did, not in the parking lot.

We quickly beat a path through the local urchin fauna hanging about and sequestered ourselves in the van. It may have been raining, it's hard to remember. No sooner were we in the van than Michel whipped out the ice chest and stated,

"We have sandwiches, pop, and of course, cerveza! Et Voila!"

So we happily munched roast mystery meat on white bread and sucked at El Presidente all the way through the scenic majesty that is the Dominican Republic.

Three hours later after we had dodged our last dead burro and had our teeth jammed one last time, we rolled to a stop by the welcome area at Club Med Punta Cana. Imagine our surprise at the smiling, laughing gala welcome that awaited us. Young, pretty, smiling, gleaming G.O.s-even an Atarian or two- "Hands Up, Get your Hands Up, Give me your heart, gimme gimme your heart..."

Even at our rooms the surprises continued as we found bowls of drying fruit, a container of mineral water, a Punta Cana tee shirt and a handwritten how-do-you-do note. Not Bad.

Well, so much for the good news. Within minutes of our arrival our angst began gathering itself together in the form of a crowd outside our rooms.

After the obligatory hugs and kisses Linda announced that there was a meeting bright and early the next morning for the whole "ATARI" team. Bob mentioned that he thought it was nice that she was having a meeting, but do not be surprised if we weren't there, as we intended to jump in and get right to work. A cold, steely look came over her, but before she could reply, a new wave of wellwishers rolled in. She was quoted later as having said that from that moment she thought we were trying to sabotage the whole project.

After the obligatory hugs and kisses we went looking for Flavia, the assistant Chef de Village at P.C. When we left two weeks earlier we had given her the key to the computer rooms containing our equipment.

She's at the Disco, we were told. Of course. So off we went.

Sure enough, she was there.

"But I don't have the key," she said; "Aladin is in charge of all that now." Aladin is the French G.O. who is in charge of the computer G.O. team, around 6-8 G.O.s - some Atari, Some Club Med. This sounded like bad news.

So we headed back towards the rooms and ran smack into Aladin and Antoine, his assistant. Why do you want the key, he asked. So we can go to work, we answered. But there's no equipment there, he replied. Why is that, he asked. Because I wanted to use the equipment down in the Palapa, he answered. You'll have to move the equipment back to the room, we stated. No, I think the equipment will stay where it is, he responded. The equipment will be moved into that room tonight, was our last emphatic comment. We headed to our rooms for showers and beads (oh hey, forgot to mention that they had a free bag of beads waiting for us in our rooms. Bless their little hearts. Naturally, it was the \$10.00 bag, not the \$20.00).

Back down to the disco for a burger and an egg for 3 orange beads, the best deal on the island. Who do we run into but L.G. who demands to see us outside. As the ocean breeze whips her dress and hair about she tears into us like so much rancid meat. How dare we march in and take over. Undermine her authority. Stab her in the back. Sabotage her project. Alienate the entire french computer crew whom we are already badgering. Her people had worked hard all day and they were trying to enjoy the evening and here we were trying to cause trouble. How dare we? Already 10 people have come up to me and complained about your behavior. Which 10 was that Linda? No answer.

On and on it went. It was thoroughly unprofessional and immature for you to write that memo, she told us, and furthermore after carefully, very, very carefully considering the problems we pointed out, it was her opinion that they were either no problem at all, or they themselves had already started

orking towards a solution. The situation is well in hand, we were told. No problem, we said, still we're going to move the equipment tonight and go to work.

And we did. Several G.O.s pitched in to help us move and set the development computers up. In the process of doing this we discover our only printer has undergone the strange transformation that is known as French engineering. Seems they broke off the tension lever. Just broke it off somehow. So Aladin had Jerry-rigged a contraption with wire that held the head in the proper printing position. Until you have to change the ribbon, or paper. Then unfortunately you have to unwire the whole thing and start over. Good enough. At least it's working.

After that we split up, Jim for some rack time before the Big meeting, and Bob to the computer room to bring up the disk software.

Oh, one other thing. We found out that Pierre had done exactly what we had asked him not to do, and had called Paris and hollered and screamed, then called Punta Cana and hollered and screamed. Then Paris called Punta Cana and hollered and screamed. Most of this hollering and screaming was directed at Gerard, who is the chef de Village at Punta Cana. He promptly called in Livia and hollered and screamed at her, and together they went searching for anyone we had even vaguely mentioned and hollered and screamed at them.

That's what we faced our first dawn in Punta Cana, an alienated G.O. staff, an especially alienated computer G.O. team, an obviously hostile Linda Gordon, screwed up equipment, mosquitos, lizards and crabs.

The next morning the meeting started late, oddly enough, as Linda was late arriving. Once again this irritated us quite a bit, as Jim had dragged himself out of bed, and Bob was still up from the night before. Mostly it was a "rah us" kind of meeting. It's Wednesday, here's our plan for the rest of the week till Saturday, the day the official Atari-Club Med projects starts. The press should arrive Friday we were told. The Press? Yes, for the major press conference. Surprise!

After taking stock of the situation, here's what we found,

- Both Pierre and Gerard out of the village
- Almost none of the computer equipment through customs
- Equipment, especially kiosks, heavily damaged
- Lost interface boxes for the LA lab project
- Little or no discernable progress on the problems we pointed out
- A ticking clock
- A long way to go on our own stuff.

So we got to it.

Over the next few days, we lived in the computer room. Virtually 24 hours a day one of us was in the room, leaving only when absolutely necessary for meals or to grab a few hours sleep. We even took to sleeping in shifts to make sure we could be awakened and not oversleep.

Meanwhile back at the ranch, things were heating up. Several pallets of

equipment showed up and were quickly unpacked. A quick look was all it took to confirm our worst suspicions about shipping damage to the kiosk stations. Not one came through unscathed, and several had to have entire plexiglass panels replaced. The roof in the Palapa still leaked (this is where the computer classes would be held). Work started on setting up the Scuba shack, building awnings, unpacking and setting up and testing the equipment, setting up the Palapa and Mini-club. Course it's kinda tough to test out much of the computer stuff with no monitors for the computers. But they're coming, no problem.

Back up in the corner utility room next to room 507 on the 3rd floor, the working conditions were Dante-esque. In spite of unbelievable heat during the day, they were still turning off the air conditioning during the day and night. And once again the electricity was doing whatever it does when machines work and then don't work, then work then don't work... If it wasn't for the crabs to spit on, things would have really been tough.

Back at the ranch the tension level had been jacked up a few notches when Gerard and Pierre showed up. The order of the day, rather explicitly given to the G.O.s, was don't fuck up. Every problem that came along we played the Who's Fault Is It game, till everyone was on edge and nervous.

Things started heating us for us personally when Pierre stopped by to see how things were going. The tension present at the meeting in Sunnyvale was immediately reestablished. "When will the electronic bulletin board be ready?", he demanded.

We are working on the final stages of the separate parts, we replied, by the next day or so we should be ready to integrate our software.

"But all I'm interested in is seeing the final bulletin board", he said, "when will that be ready"? Already tremors indicating loss of control were apparent in Pierre's voice.

"As soon as possible", we answered, "possibly Saturday". They stormed out and the tension level crept upward.

All around the village, the computer work was going fitfully forward. Again, as we predicted, enormous problems were generated in getting all the equipment running, the kiosks setup, electricity and air conditioning setup, .. By this time, most of the staff had had a run-in or two with Pierre or Linda and was becoming very wary of them, walking lightly as if on eggshells. Indeed, at one point during the week Linda even fired and the next morning rehired Bob Kahn from the project. One of the American computer G.O.s was also fired (by Pierre) and then rehired after massive public outcry. All in all, not a happy place, and even then some of the problems we had pointed out were absolutely no closer to a solution. By this time the standard toast around the bar was "Boondoggle HQ!". We kept trudging on. As the weekend approached, the situation was thus:

- The software for the bulletin board was nearing completion, awaiting mainly integration.
- The equipment in the Palapa was in place and being checked out.

- Already numerous problems had developed with the equipment.
- A good deal of equipment had still not arrived, or was damaged.
 - The kiosks were being repaired by the facilities crew at Punta Cana.
 - A couple of half-assed awning shelters for the kiosks had been built.
 - The atmosphere was so thick in the village that you could cut it with a knife. Tempers were on edge.
 - The relationship between ourselves and Linda and Pierre was almost one of open hostility. This was usually exhibited in exchanges between Bob and Pierre. Indeed, Pierre seemed intent on making it a personal matter between himself and Bob.
 - The press was due in on Sunday.
 - And still there was hardly any gentle members at the village.

All during Saturday, work proceeded well. There were a few words here and there, but all in all things were moving along. So well in fact that we decided to celebrate at least one night in Punta Cana. On the previous trip we learned of a Dominican restaurant just outside the village gate (which minously is padlocked and guarded by an armed uniformed guard). Four of us decided to head over and check the place out Saturday night.

Appearances certainly can be deceiving, at least in this case. The restaurant was the back porch of a local villager's house. Except the porch had been converted to an open air restaurant, about 4 tables worth. In a word the dinner was delicious. Succulent lobster, excellent soup, good chicken, etc. Afterwards we went by the Club bar and had a few hundred drinks, then went walking by the beach. Finally we headed down to the disco for another burger and egg. Little did we know fate was also walking on the trail in the guise of Pierre and Linda.

"Is the bulletin board ready?" he demanded as we passed.

"Damn right, just like the shelters and everything else," we retorted and kept on walking. Later we were to learn that this episode pushed some ever in Pierre. Apparently he and Linda huddled together discussing the situation on into the night.

Sunday arrived with little fanfare as we began integrating the software. Later in the day there was yet another showdown in the computer room with Linda and Pierre demanding to know when the software would be ready. Next Linda began asking about our timetable for having the G.O.s create screen images for the bulletin board. Once again we explained that we were providing a mechanism for village staff to use in implementing their own ideas. The previous day we had provided them with a portion of the system that is a graphics tool that allows users to create screen images for the system. We had even held a training session explaining to the G.O.s how to use the tool.

So now Linda was ranting and raving and demanded that Bob Kahn tell his staff to stay up all night making screen images so that we couldn't say they held up things any. At this point she seemed to be operating well beyond her limit of rationality. Finally we were able to clear them out (are you getting the feeling that all they ever did was impede work ?) and get back to work on

he integration.

Amazingly enough the integration went unbelievably smoothly. After one misfire, the two parts of the system came to together like a zipper closing, zzzziiiiippiiiiiiiii!! Naturally we felt great. We set out then to test a remote kiosk, the first real test of the system.

We hurried down to the Disco/Snorkeling shack to try out the kiosk here. As we're firing up the program the village chief cook wanders up and peers over our shoulders.

"You're witnessing history," we told him, as the first image was sent out from the system in Gerard's office. As we were whooping and hollering about, the hostess happened to snap a picture of us. Wish we could find that picture.

We still had one major test to run, two remote stations having simultaneous access. Bob set course for the sailing shack and while I angled shot over to the tennis court. Absolutely no problem. Feeling absolutely great we met back at the pool to discuss mop-up operations as Bob was scheduled to leave the next day. Then we ran into Pattie.

"They want to talk to you in the Palapa," she said.

On the way to the Palapa, Bob mentioned that the kiosk that was supposed to be near the hostess was gone, so that he had not been able to check it out. Seeing as this was on our minds, we asked about it soon after walking in the door.

"It doesn't matter," Linda said.

"What?" we asked.

Pierre suddenly stood and dramatically shouted, "As of this minute I cancel the Bulletin Board project."

He paced a while then turned and pointed at Bob and said, "You, I cannot keep pace with your brilliance. Years ago I was a doctorate in engineering and I did what you now do. But I cannot understand your brilliance. Perhaps we will meet back in Sunnyvale with Ray to discuss what went wrong, eh?"

"As you wish," we replied, "No problem," and headed back up to the rooms.

What to do? We sat around asking ourselves. We decided to act pretty much as if nothing had happened. Jim kept working on some of the graphics and Bob prepared instructions for booting the system, etc. Bob also packed all the tools away and prepared to leave. Early the next morning a taxi arrived and he did just that, left thinking that the project had been cancelled. About this time Jim said to hell with it and went to lay down for a while.

Within a couple of hours, Pattie Sheehan was up at the rooms with the message that Jim had been summoned. After a typical communication foul-up

about where and when to meet, five of us sat down to talk: Jim, Linda, Pierre, Pattie and Guy somebody, the Atari head of sales in France. Pierre began the discussion by asking when the bulletin board software would be ready.

Jim replied that he was confused in light of the fact that Pierre had canceled the project the night before. Pierre then began a long rambling talk about how sometimes we have to consider things like canceling the project, and that he was sorry we misunderstood his meaning before, etc., etc.

After a brief explosion and retort by Jim, Pierre asked again when the software could be ready. When Jim explained that the software was working the night before there was a moment of stunned silence. However, Pierre recovered quickly, drew up his rather immense bulk and roared,

"We go to see this bulletin board, NOW !!!".

We marched up to the computer room, nary a word being spoken as Jim tried gamely not to laugh out loud. The demonstration went smoothly, and after several more moments of babbling, the definitive time for the press conference was set for 3:00 Tuesday, the next day.

Yet another all night vigil was launched. While Jim was working on polishing the bulletin board software, Bob Kahn and several of the computer N.O.s worked on creating graphic frames. Work proceeded smoothly all through the night and into Tuesday.

The first hint of trouble came when Todor Fay (one the L.A. labs people) came into the computer room and said that Linda asked him to check whether or not the line to the Mini-Club was functional. Jim explained how to check it out and how to operate the frame creation/update program. Off he went, and nothing more was heard for several hours.

Finally, about three hours before the press conference, Todor wandered back in and said, "Now don't get excited." Which meant of course that the roof was about to cave in.

"The line to the Mini-Club definitely doesn't work, so I went down to the sailing shack to make sure I was doing things properly", he said. "It didn't work there either", he continued, "and that's not the worst of it. The press had asked to be able to take pictures of the kiosks, so Antoine had moved the one at the snorkeling shack out for them to see. Unfortunately, he fumbled up all the interface connections in doing so. And lost the wires inside the box. And got scared, locked the kiosk and didn't tell anyone. And lost the key."

A while later, something approaching sanity had returned to Jim and he began racing around the village, diskettes in hand trying to find out what was wrong. After attempting to reboot the system several times, swapping all system diskettes, checking all cable, etc., Jim was in a state of absolute panic. Since Bob had done the programming for the network handler, he was the one knowledgeable about that part of the system. The only thing left to do

as to swap the entire central disk system. Working furiously, Jim and Todor exchanged the two systems in Gerard's office and the computer room. With a look of abject desperation, Jim rebooted the network software again. BINGO!

The final hour before the press conference was spent in a state of frenzy, loading graphic frames into the system, checking out each remote site, and repairing the station down at the snorkeling shack. At last, it was time for the press conference.

Against all odds at this point, the press conference went wonderfully. Every aspect of the system worked well, the graphics quite impressed the press crew. At one point the audience even burst out into applause. This euphoria carried over after the overall conference into several interviews with the press. By and large, the articles they wrote about the project seemed quite positive. This positive press was a welcome respite from the continual barrage of bad news we have been having to read.

There were a couple of other functions we wanted to have running on the bulletin board. After we returned from Punta Cana, we sent down updates for a couple of weeks, but it seemed as if interest in the project died after the press conference. We also lost interest.

Later we did hear several pieces of information about the project. Within three days after we left, a sudden storm left every kiosk standing in water. The network was shut down. Around the village equipment was dropping like flies. Disaster, right?

As it turns out, no. The team down there seems to have pulled themselves together, gotten enough equipment to run to take care of the activities they were running, and were using the bulletin board on a daily basis. Recent visitors down have said it was quite an enjoyable experience.

In summary, what can we say about the Atari Club Med project? The overall project was (indeed, still is) a good idea. Introducing people to computers in a non-threatening environment is a powerful idea that Atari should pursue vigorously. Unfortunately, this project also pointed up some of the problems inherent in joint projects. The management, particularly the technical management, was shoddy. The differing goals of research and public relations came sharply into focus in this project, with PR priorities always winning. This merely reemphasizes the need for good communication on projects like this. There is a fundamental difference of opinion in what makes a successful project. Our hope was to have a positive effect on how non-technical people perceived computers. Management's apparent hope was to have good PR generated for Atari. Unfortunately this was the priority regardless of effect on the public (at Punta Cana) or on the employees working on the project. We believe that this is symptomatic of an unwillingness (for whatever reason) to invest in a solid foundation at the expense of immediate gratification.

Finally there is the question of styles of management. In this instance, the overall style of management was one of confrontation. When problems arose, the solution was often to severely chastise the offending party,

rather than to eliminate the problem. It is our feeling that this style of management is wrong, unproductive and humiliating to the workers involved. We caution members of the research group to be wary of this experience before signing up for future joint projects.