

Guide to the Lester Earnest oral history interview

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Summary Information

Repository:	University of Nevada, Las Vegas. University Libraries. Special Collections and Archives.
Creator:	Lester, Earnest D.
Contributor:	Competitive Video Gaming Oral History Project
Title:	Lester Earnest oral history interview
ID:	OH-03237
Date:	2017 August 08
Physical Description:	1 Digital Files (0.080 GB) MP3
Language of the Material:	English
Abstract:	Oral history interview with Lester Earnest conducted by David Schwartz on August 8, 2017 for the Competitive Video Gaming Oral History Project. In this interview, Earnest discusses the beginning of his career in computing, speaking at length about the military SAGE project the he believes was designed to fail. He then talks at length about his work with the Stanford University Artificial Intelligence Laboratory (SAIL) and the development of the computing environment through the 1960s and 1970s. He also talks about his development of the FINGER protocol and the role of artificial intelligence in the early development of video gaming, as well as various individuals who got their start with SAIL before developing modern computing and software systems.

Preferred Citation

Lester Earnest oral history interview, 2017 August 08. OH-03237. OH-02065. [Cite format consulted: Audio recording or Transcript.] Oral History Research Center, Special Collections and Archives, University Libraries, University of Nevada, Las Vegas. Las Vegas, Nevada.

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Scope and Contents Note

Oral history interview with Lester Earnest conducted by David Schwartz on August 8, 2017 for the Competitive Video Gaming Oral History Project. In this interview, Earnest discusses the beginning of his career in computing, speaking at length about the military SAGE project the he believes

was designed to fail. He then talks at length about his work with the Stanford University Artificial Intelligence Laboratory (SAIL) and the development of the computing environment through the 1960s and 1970s. He also talks about his development of the FINGER protocol and the role of artificial intelligence in the early development of video gaming, as well as various individuals who got their start with SAIL before developing modern computing and software systems. Digital audio available; no transcript available.

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Administrative Information

Access Note

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Acquisition Note

This interview was conducted and transcribed by the Oral History Research Center (OHRC) which is part of the UNLV University Libraries Special Collections and Archives Division.

Processing Note

Interview materials were processed by UNLV Libraries Special Collections and Archives in 2017 and 2022. Melise Leech wrote the collection description. Access copies were created for born-digital audio and/or transcript files. The audio has been minimally reviewed and all readily available information has been included in the description.

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Names and Subjects

- Oral histories (document genres)
- Computer scientists

- Gaming -- Las Vegas (Nev.)