nitetime.net

PRESS / MEDIA RELATIONS · 2026-10-19

One Person.
An Entire Network.
A Different Future for Independent Media.

An independent broadcasting and technology experiment exploring what happens when decades of engineering experience meet artificial intelligence, open-source software, and the open Internet.

WISCONSIN / UNITED STATES

THIS IS NOT A FEED. THIS IS A PLACE.

THE STORY

A television network built in the age of AI.

NITETIME.NET is a founder-led multimedia broadcasting and technology project connecting live television, radio, original music, archives, and interactive Internet destinations.

NITETIME.NET began as an early-web project in the late 1990s, when a personal website could be a small world of its own. Daniel Conderman, a Wisconsin software developer, worked on the site during that period. The current NITETIME.NET is a revival and a substantial reimagining: a live broadcasting operation connected to radio, original music, video archives, interactive services, and an expanding body of creative experiments.

Conderman's most recent software-development position concluded in January 2026. The timing placed a personal career transition alongside a larger change in the tools of the trade: artificial intelligence was beginning to alter how software and media work could be attempted by a small operator. NITETIME.NET became a practical place to test that shift. The project does not suggest that AI caused his position to end; its question is what an experienced developer can build with new tools after that transition.

The operation draws on open-source software, established broadcast and streaming services, custom code, and computing equipment already available to the project. Rather than assemble a conventional television studio or development department first, Conderman has connected existing components into a working network: a live television destination, a separate MP3 radio player with live program metadata, a video archive, and a catalog of original music. Public-facing services also reach into older Internet formats and interactive experiences.

Artificial intelligence is part of the production toolkit, not a substitute for authorship or accountability. It can assist with software development, research workflows, graphics, voice and performance experiments, and repeatable production tasks. Human direction remains responsible for deciding what the network is, what is worth making, and what information is ready to broadcast. Some systems operate today; other projects remain prototypes, active development, or ideas under consideration.

The result is less a single channel than a destination with multiple doors. NITETIME.NET brings together broadcasting, music, software engineering, interactive entertainment, and information services in one evolving digital media environment. Its guiding idea is simple: this is not a feed. This is a place.

> *“What happens when one experienced developer can attempt work that previously required an entire organization?”*

The project is a case study in progress. It does not claim that AI caused the founder's employment transition, that broadcasting is fully autonomous, or that a one-person project has replaced a full production organization.

THE ECONOMICS OF ONE-PERSON MEDIA

Rethinking independent production.

A broadcast operation normally divides responsibility among software engineers, producers, schedulers, audio specialists, graphic designers, editors, systems administrators, and distribution teams. NITETIME.NET is an experiment in how much of that coordination can be attempted by one experienced developer using AI-assisted engineering, automation, open-source tools, and existing online services.

The work spans software and website development, broadcast scheduling and playout, audio encoding and metadata, graphics and overlays, content organization, production monitoring, media distribution, and the systems that connect them. Automation can handle repeatable transitions and data movement. AI tools can help draft code, explore production approaches, and accelerate research or creative iteration. Neither removes the need to test the result, make editorial choices, or understand the underlying systems.

This is not a claim that one person has replaced a media organization or that the network runs itself. It is a working case study in changing production economics: an experienced practitioner can now attempt a broader mix of technical and creative work, while preserving human judgment and leaving room to bring additional talent into the company as it grows.

Where the work happens

SOFTWARE
Custom development

BROADCAST
Scheduling and playout

AUDIO
Radio and metadata

VISUALS
Graphics and production

OPERATIONS
Monitoring and delivery

EDITORIAL
Human direction and review

AI assistance and automation support this work. They do not remove the need for human expertise, testing, performance, editorial decisions, or creative direction.

FACT SHEET · AS OF 2026-10-19

NITETIME.NET at a glance.

Project Roots	Late 1990s (founder-provided history; exact registration date not asserted)
Founder	Daniel Conderman
Location	Wisconsin, United States
Music Catalog	300+ songs, as described on nitetime.net homepage; not independently counted
Public Directory	12 destinations described in this press kit; not a service uptime count
Live Program Feed	nitetime.net/now-playing.json (updates while source events are available)

Operational status categories

Operating public services: live television via Kick, dedicated internet radio, a public video archive, original music destination, Gopher, browser MUD, public file archive, and Great Lakes forecast service.

Working production systems and experiments: automated broadcast scheduling and playout, live Now Playing metadata, and research-assisted Earth News production.

In development / proposed: projects and divisions identified below are not represented as finished programs or separate 24-hour channels.

No archive title count, unique-track count, audience count, service-wide uptime, revenue, customer, or profitability figure is asserted. The song count is the current homepage's “300+ songs” description, not an independent API count.

Selected public destinations

Live television	OPERATING PUBLIC SERVICE	https://live.nitetime.net/
NITETIME.NET Radio	OPERATING PUBLIC SERVICE	https://radio.nitetime.net/
Video archive	OPERATING PUBLIC SERVICE	https://video.nitetime.net/
Original music	OPERATING PUBLIC DESTINATION	https://soundcloud.com/nitetimenet
Gopher archive	OPERATING PUBLIC SERVICE	https://gopher.nitetime.net/
NITETIME World	OPERATING PUBLIC SERVICE	https://mud.nitetime.net/webclient
Chat / IRC	PUBLIC DESTINATION	https://chat.nitetime.net/
Public file archive	OPERATING PUBLIC SERVICE	https://files.nitetime.net/
News / Usenet	PUBLIC DESTINATION	https://news.nitetime.net/
Great Lakes surf and weather	OPERATING PUBLIC SERVICE	https://surf.nitetime.net/
Interactive network atlas	OPERATING PUBLIC SERVICE	https://sitemap.nitetime.net/
Artwork and prints	EXTERNAL DESTINATION	https://nitetime.printful.me/

FOUNDER / BIOGRAPHY

Daniel Conderman.

Founder and Lead Engineer · Wisconsin

Short biography
Daniel Conderman is a Wisconsin-based software developer and technology entrepreneur with nearly three decades of experience across web development, software engineering, digital production, and Internet services. He founded The Conderman Group and leads NITETIME.NET, an independent broadcasting and technology project exploring AI-assisted media production.

Extended media biography

Daniel Conderman began working on the web in the late 1990s. His professional work has spanned web development, software engineering, digital commerce, content systems, and online services. The original NITETIME.NET project dates to that early period of the commercial Internet. After years of building digital experiences for other organizations, Conderman revived the project as an independently operated broadcasting and media experiment. His most recent software-development position concluded in January 2026; he does not describe artificial intelligence as the cause of that transition. He is now applying his engineering experience to the network's production systems, public services, and original creative work. Conderman is the founder of The Conderman Group and is based in Wisconsin. NITETIME.NET is founder-led; the project does not claim a staffed production department or a conventional media-company organization.

No approved professional portrait is included in this revision. Please contact NITETIME.NET for interview coordination or portrait availability.

Art for your Space. Music for your Time. Masters of Space and Time.

PROPOSED JOURNALISM ANGLES

Story ideas for reporters.

These are suggested editorial approaches, not headlines from published coverage.

- **Can one person build a media company? A Wisconsin engineer is finding out.**
  A founder-led network offers a real-world look at how experienced technical judgment, open tools, and AI assistance can help one operator coordinate work traditionally split across departments.
- **A television network built in the age of AI**
  Follow the development of a live media operation that uses AI in engineering and production experiments while keeping creative and editorial decisions human-led.
- **Rebuilding the Internet before algorithms**
  NITETIME.NET joins live broadcasting with Gopher, IRC, Usenet, a text world, and other self-directed ways to explore the open Internet.
- **The economics of independent broadcasting are changing**
  Examine what a working station can demonstrate about automation, open-source infrastructure, and the falling barriers to small-scale media production.
- **From software developer to independent broadcaster**
  A career transition in 2026 becomes the setting for a hands-on experiment in software, live media, original music, and AI-assisted production.
- **What happens when AI becomes part of the production department?**
  A grounded look at where AI can assist a small media operation—and where testing, editorial judgment, performance, and human direction still matter.
- **A science-fiction broadcasting network from Wisconsin**
  Explore a distinct visual identity built from vintage television, classic science fiction, lounge culture, electronic music, and the culture of the early web.
- **The useful life of old computers**
  Investigate how repurposed and ordinary computing equipment can support parts of a contemporary independent media workflow, without pretending hardware alone is the story.

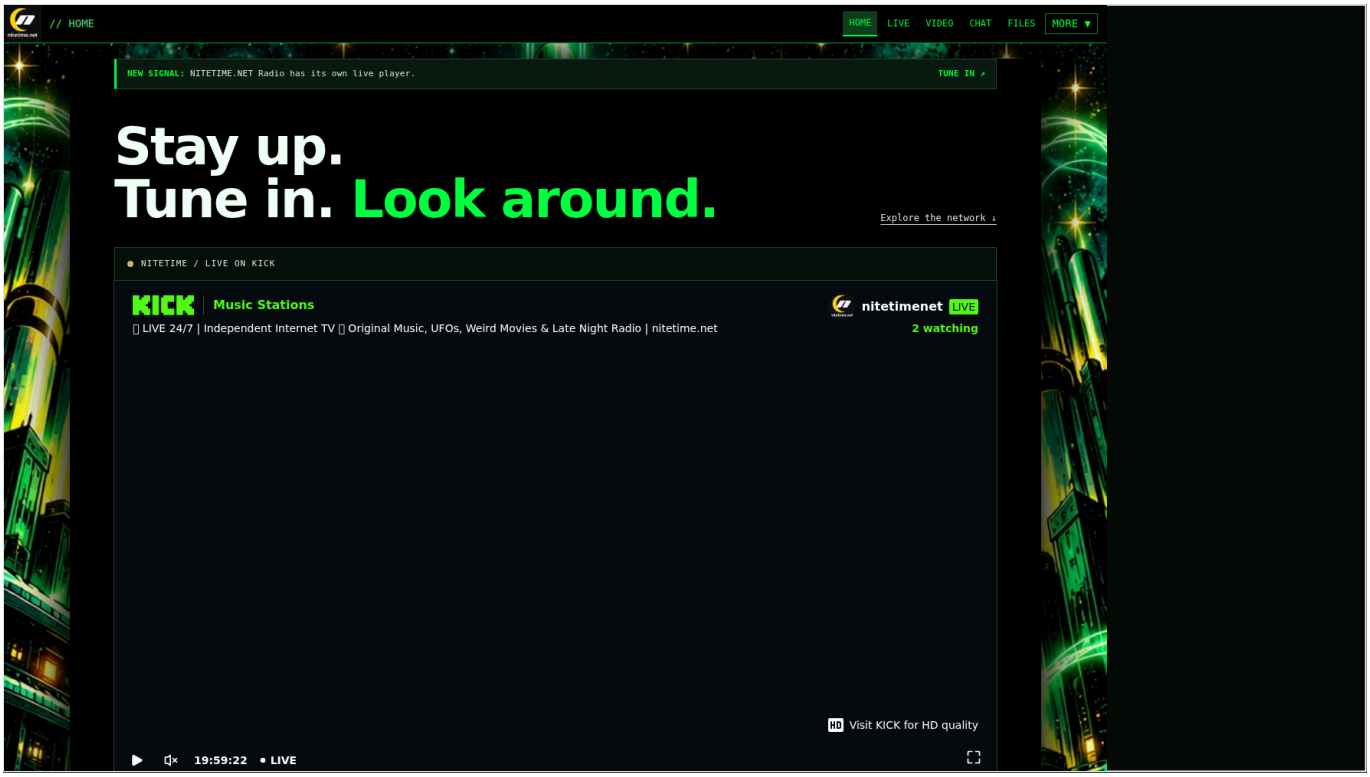
Business and partnership conversations

NITETIME.NET is exploring original broadcasting, entertainment, music and digital content, sponsorships, advertising, production services, digital signage, consulting, AI-assisted business systems, and strategic partnerships. These are potential business areas under evaluation, not a statement that each generates revenue today.

Media contact

sales@nitetime.net
https://nitetime.net/press
https://nitetime.net/technology
https://sitemap.nitetime.net/

The website invites introductory business conversations and is not a public securities offering. No investment terms, valuation, returns, or financing projections are presented.



NITETIME.NET homepage
Genuine browser capture of the public homepage, captured for this press kit.



NITETIME.NET Radio player
Genuine browser capture of the public standalone radio player, captured for this press kit.