

COMPUTER TUTOR
For IBM[®] Computers

By Richard N. Aufmann

This guide is for use with all Aufmann: Computer Tutor programs

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Part 1 Major Features and Benefits

The COMPUTER TUTOR™ is a computer-based instructional program designed for student use. It provides instruction and worked examples in the "Study this lesson." section, and an unlimited number of algorithmically-generated problems in the "Try this problem." section. Every objective in the text is covered in its corresponding TUTOR. Each lesson in the TUTOR corresponds **exactly** with an objective in its corresponding text.

The TUTOR software consists of a self-extracting file in which all the objectives in the corresponding text are compressed. The software must be decompressed and installed onto a hard drive in order for the TUTOR to run.

- The COMPUTER TUTOR™ is an **interactive** program in which the student is in total control of the pace and direction of the instructional delivery.
- The COMPUTER TUTOR™ provides easy-to-follow instructions which are accessible at **any** time by choosing Help from the menu bar.
- The student can **access** the program at any lesson/objective.
- The student can **return** to a previous screen during a lesson.
- The student can **jump** to the problems section from any point in the corresponding lesson section. Similarly, the student can **jump** to the lesson section from any point in the corresponding problems section.
- Since the problems are **algorithmically** generated, the student can work an unlimited number of problems.
- The student can access definitions to key math terms in the **Glossary**.
- The student can **exit** the program at any time during the lesson or the problems section.
- The student can request a progress **report** showing the number of successfully completed problems per objective studied.

Following the presentation of each of the problems, a complete solution, not just an answer, to the problem is provided. When exiting a lesson and/or problems section, the student is referred to the appropriate pages in the text for more instruction and problems.

Each screen has been carefully designed to indicate throughout the lesson where the student is in the instructional sequence. Accurate mathematical symbolic representations are also featured, such as exponents and built-up fractions.

The COMPUTER TUTOR can be a useful adjunct to basal-text instruction for a variety of reasons: 1) For the **recycling of instruction** - if testing has revealed a lack of mastery; 2) For **initial instruction** - if a given class has been missed; or 3) For **review instruction** - if the student is preparing for competency or other types of exams.

Part 2 Installation and Start Up

Windows

Step 1 Download the Computer Tutor 1.0 of your choice from the Houghton Mifflin Math Website. Make a note of the location on your hard drive where you stored the file. You have downloaded a self-extracting compressed file containing all the files you need. First you will extract the program files from this compressed file into a location on your hard drive. Then, you will install the program into a location on your hard drive.

Text:	Extract Directory	Filename
Beginning Algebra, 5/e by Aufmann/Barker/Lockwood Copyright © 2000	c:\ABLBEG00	ABLBEG00
Intermediate Algebra, 5/e by Aufmann/Barker/Lockwood Copyright © 2000	c:\ABLINT00	ABLINT00
Algebra: Introductory and Intermediate by Aufmann/Barker/Lockwood Copyright © 2000	c:\ABLI00	ABLI00
Basic College Mathematics, 6/e by Aufmann/Barker/Lockwood Copyright © 1999	c:\ABLBCM99	ABLBCM
Introductory Algebra, 5/e by Aufmann/Barker/Lockwood Copyright © 1999	c:\ABLITY99	ABLITY99
Intermediate Algebra, 5/e by Aufmann/Barker/Lockwood Copyright © 1999	c:\ABLINT99	ABLINT99
Elementary Algebra, 2/e by Hubbard/Robinson Copyright © 1999	c:\HREA99	HREA99
Intermediate Algebra, 2/e by Hubbard/Robinson Copyright © 1999	c:\HRIA99	HRIA99
Elementary and Intermediate Algebra, 1/e by Hubbard/Robinson Copyright © 1999	c:\HREIA99	c:\HREIA99

Step 2 Navigate to the location on your hard drive where the self-extracting file is stored using Windows Explorer or other appropriate mechanism.

Step 3 Double-click on the self-extracting file of the appropriate name (see list above). A dialog box will appear. There will be a default directory listed where the files will be

stored once decompressed. You may edit the location where you want the files to be copied.

Step 4 Click the Unzip button. The Computer Tutor 1.0 files are extracted and copied to the specified location.

Step 5 Click on the Close button to close the dialog box.

Step 6 Navigate to the location on your hard drive where the Computer Tutor 1.0 files were stored as they were extracted. This may be the same or different location from where you stored the original downloaded file. Double-click on **setup.exe** to launch the installer.

Step 7 Follow the screen directions to name a directory for the program files. A group window and icon will automatically be placed on your desktop. If you install an additional programs from the same series or publication year, all the program icons will be placed in the same group window.

Step 8 To start a program, locate on your desktop and double-click on it to launch the application.

Note: If you need to install more than one Intermediate Algebra book from the list above, you will need to place them in different program groups or folders on your computer.

Part 3 Program Description

The Program - Screen by- Screen

Screen 1 Program title. Click OK to continue.

Screen 2 Registration. Enter your first name and last name. Enter your ID of up to 10 characters. Unless you have been instructed otherwise, use your usual student ID.

Screen 3 Tutorial title. Click at bottom.

Screen 4-6 Chapter menu - Section menu - Objective menu. On each screen, click on your choice. This will advance you to the desired lesson. Click the Back button to reverse direction.

Screen 7 *Study this lesson.* On these screens, click on the bar at the bottom to proceed through each page. The yellow right-arrow takes you immediately to the next page; the left-arrow takes you to the preceding page. See "Study this lesson" below for further details.

Screen 8 *Try this problem.* On these screens, follow the directions given on each screen. See "Try this problem" below for further details.

Menu Choices

The most common actions required by the program are carried out by clicking buttons on the screen, or by using the Enter key as described in the next section. The following are the most used menu choices.

File/Close lesson Ends work on an objective and returns you to the previous menu. (If an objective is not active on the screen, this command leads to an Open lesson dialog box. One, two, or three tutorial titles are listed there with an REP extension. Double-click on a title to begin the tutorial.)

File/Show report Places on the screen a report of all the work you have done in the current session. This includes, for each objective: the number of problems attempted, the number correct on the first try, a fractional and percent score, and the time spent in the objective. This report can be closed by clicking in the upper left of the report window, then selecting Close.

File/Print report Prints out a report of all the work you have done in the current session.

Page/Jump to problems Takes you immediately to the "Try this problem" section.

Page/Jump to lesson Takes you immediately to the "Study this lesson" section.

File/Exit Takes you out of the program. After choosing this command you may see the query *Do you want to save your report before exiting?* This will appear only if the program has been set to keep a permanent record of work done. Click the Yes button to save the work.

Keyboard Alternatives

1. Whenever the bottom bar reads "Click here to continue..." or "Click here for a hint" you may use the Enter key.
2. When the bottom bar asks you to "Click A, B, C, or D" you may instead type one of those letters.
3. You can access the menu bar by pressing the Alt key. Then, for each menu choice you can press the letter that is underlined for that choice.

Organization of each objective

Each objective consists of two parts: "Study this lesson" and "Try this problem." The objective number appears at the top of each screen in the objective. The lesson screens are numbered like pages. The problems are numbered sequentially. Students will always know where they are in the lesson.

Study this lesson

The first few screens of each objective are the "Study this lesson" screens. These screens present the instruction on the objective. The instruction includes material necessary for the student to know in order to work the problems for that objective.

The student can:

- move backwards to a previous screen in the lesson by clicking on the left arrow at the bottom of the screen or by choosing "Go backward" from the Page menu.
- move to any page in the lesson by choosing "Go to page..." from the Page menu and typing in the page number.
- jump to the problems section by choosing "Jump to problems" from the Page menu.
- exit the lesson by choosing "Close lesson" from the File Menu
- reference a definition by choosing "Look up term" from the Glossary menu and typing in the entire term or choose from a list, if offered.

Try this problem

After the last lesson screen, the first of an unlimited amount of multiple choice problems related to the lesson is presented on a "Try this problem" screen. The student has the option to click on or type the letter in front of an answer choice or to click on the bar at the bottom of the screen for a hint. The student can ask for up to two hints. Hints may be procedural statements to get the student started or the beginnings of a worked-out solution.

If the correct answer is selected, the student is told this and must click the bar at the bottom of the screen to see the complete worked-out solution. If an incorrect answer is selected, the student is told this and must click for a hint.

In an incorrect answer is selected a second time, the student is again told this and must click for a second and final hint. On the third attempt, the student is told whether the answer is correct and then must click on the bottom bar to see the worked-out solution.

Whether by directly asking for hints or by selecting answer choices, a student can perform up to three actions before the COMPUTER TUTOR presents the complete worked-out solution. However, a student is only credited with a right answer if the correct answer is selected the first time without benefit of hints. At any time in the "Try this problem" screens, a student can jump back to the lesson by choosing "Jump to lesson" from the Page menu.

The student can attempt as many problems as desired. When the student exits the lesson by choosing "Close lesson" from the File menu, two screens will appear. The first screen refers the student to the places in the text where more instruction and practice can be found. The second screen asks if the student wants to see a report reflecting performance on the problems completed to that point. The report lists: number correct on first try, number incorrect on first try, score, and time spent.