Pirouzan

BASIC ECONOMIC EDUCATION, INC.

A NON-PROFIT FOUNDATION FOUNDED 1959
2200 MORLEY STREET
SAN DIEGO, CALIFORNIA 92111
(619) 569-0855

July 23, 1984

Dear Fellow Georgist:

This will introduce you to my friend and associate of several years, Amir Pirouzan, Ph.D., Computer Technology.

He has taken our basic course and is enthusiastic. He is applying his extensive computer expertise to expand our educational effort.

Amir is putting the basic economic course, especially as provided in the New York correspondence course, on to computer. His innovative embellishments are designed to generate interest on the widest possible basis.

We are excited about the eventual possibilities of this modern outlet. Basic Economic Education, Inc., is giving him some limited start-up money and guidance.

We have far too many commitments to fully fund the project, therefore your financial help and support will be appreciated and may be given to Amir directly or, if you prefer, to Basic Economic Education, Inc., earmarked for Amir's project. We work closely together.
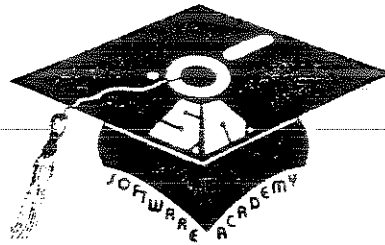
Sincerely,

Floyd L. Morrow

FLM:mm

7643

THE ROLE OF COMPUTERS IN EDUCATION

The best conventional way to teach is the learning process that takes place between a tutor and a student. A comparison between this method and computer tutorials produces the following results:

1. Tutors have different qualities; some tutors may lack sufficient knowledge. A computer tutorial can be prepared with the help of the best tutors, professors and authors most knowledgable in that subject.

2. The teaching quality of tutors depends on their mood and the social and environmental factors affecting them, while the teaching quality of the computer program is constant.

3. Students may be embarrassed to ask a tutor the same question more than once, but students can ask and interact with their computers as often as they wish, at their own pace...nobody is watching them.

4. It is time consuming and impractical to prepare individual curricula for each student in the conventional teaching method, but computer programs such as the PROF 3T series, using Artificial Intelligence, can produce an individual curriculum for each student automatically.

5. Changing a curriculum in conventional educational systems is often a matter of disputes; additional teacher training; additional funds; very costly and can take years to effect. Changing a computer program is relatively fast, less expensive and can be managed centrally.

6. The time spent by a tutor or a teacher is thousands of times more expensive than the cost of time spent using a computer program.

OFFER FOR INDIVIDUAL TUTORIALS

SOFTWARE ACADEMY is offering Publishers and Organization its service: producing software programs for Teaching, Testing and Training (3T) on desired subjects. Software Academy started with the
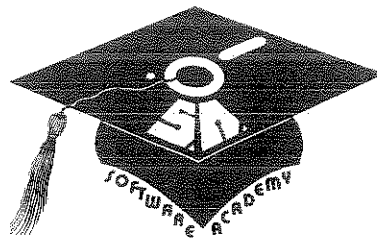
PROFESSOR 3T

program series to Teach, Test and Train computer literacy to business owners, professionals and students. PROFESSOR 3T programs have taught a variety of Operating Systems to beginners as well active users of Micro Computers.

The reason that the PROF 3T series are the best tutorials on the market is that the PROF 3T packages are the result of research and development in Software Academy's own computer school. This continuous R and D allowed Software Academy to produce its recent tutorials with Artifical Intelligence providing an individual curriculum for each user/student after his first test session. Our experience has allowed Software Academy to provide its PROF 3T packages for more than 80% of micro computers with different operating systems and different formats.

With regard to new tutorials, Software Academy is open to discussing the elements of cooperation between Publishers / Organizations and S.A. The current procedure for developing new products is as follows:

1)   After initial meetings, Software Academy suggests the format of text, test multiple answers and responses to the answers.

2)   Publishers / Organizations provide the text, questions, answers and responses to the answers.

3)   S.A. produces a demo package for testing and revision.

4)   Changes and improvements will be discussed and agreed mutually.

5)   Final production by S.A. for various computers according to the contract.

PROFESSOR CP/M 3T
A COMPUTER LITERACY AND
CP/M INTERACTIVE TEACHING,
TESTING & TRAINING PROGRAM

The necessity for a computerized interactive CP/M Teach, Test & Training Program became apparent during all the teaching and training efforts in the Software Academy computer school. The design and development of the program is based on our experiences with the students' progress, using various books, computer programs and experimental methods.

We have used various CP/M books and CP/M teaching programs, but learning curves did not dramatically increase. We decided to fill the gap by designing "The CP/M Teach, Test and Training" program. We are sure this program will teach new and current CP/M microcomputer users the most important CP/M commands and many important aspects of computer literacy in the shortest possible time.

The most important knowledge to obtain in computer literacy is to know how to use the commands and features of its operating system. There are thousands of computer programs for entertainment, business, science, technology and education. The operating system program (CP/M) is the common host, or utility program, which must be available to all other programs. The computer hardware and all other programs are not able to accomplish any computation without the operating system.

Learning and training for CP/M, using the CP/M books and tapes on the market or by taking school courses takes several months, even for enthusiastic computer users. Many computer users end up learning only a few CP/M commands, and cannot use all their computer's powers and abilities.

To avoid this handicap in computer literacy, the SOFTWARE ACADEMY developed a comprehensive CP/M interactive Teach, Test and Training Program. This program is the whole school in itself.

The CP/M 3T Program teaches, tests and trains by simulating an entire school. After the introduction and instructions, the student has to fill in a simple application to register for the course. The student then starts the course, which consists of various CP/M commands and features.
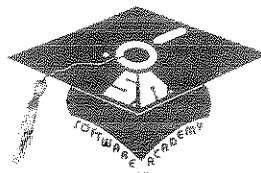
After each topic text, related questions for the testing and training will be displayed. Students can use several options: e.g. to repeat the test, or to go back to former text, if they are not sure they know the right answers.

Once the students enter the test and training session, they will be scored on their multiple choice answers. After each multiple choice answer, the program responds by notifying the students if their answers are right or wrong. These text responses will also further the students' instructions on that subject. There are test lessons, multiple choice questions and answers and text responses to the multiple choice answers in the program. A glossary of computer jargon also is included in the program. The sequence of lessons is planned according to the necessary steps to be taken by the first-time user.

The students' scores are calculated during the progress of the program. If the test score is not high enough, the student has to go back and repeat those lessons in order to become qualified to receive a certificate. Students with lower scores are notified and advised to repeat the lessons and tests. They can, however, progress to other lessons. A certificate is only issued upon successful completion of all lessons. A status report registers, calculates and displays the student's score and average marks during the various lessons. The student's name, date, score(s) and status report will be kept after any lesson(s), regardless of interruptions or power switchoffs.

This interactive program responds to students by calling them by their name, using humorous quips, to ensure the most friendly and relaxed environment. The Certificate of Completion can be printed out with the student's name, date, lesson scores and the percentage ratio of the total score. Receiving this certificate ensures a student's knowledge of, and computer literacy in, CP/M and its command abilities.

Many prominent computer trade journals have evaluated Professor CP/M 3T as one of the most successful simulations of a school format. InfoWorld says CP/M 3T is "a good classroom metaphor." The SOFTWARE ACADEMY chose the familiar method of teaching, by simulating entire school courses in a computer program, so that computer users can gain more from their investments and their time. Our extensive knowledge of computer programming and educational science, coupled with our exposure to many different teaching methods in our computer school, has led us to develop CP/M 3T as what we view as the best CP/M teaching tool. Most importantly, we have made CP/M teaching and training less boring by removing their root causes: thick manuals and lengthy tapes.

Prof. CP/M 3T or classroom metaphor?

Course is driver ed for home computers

By Dan Berger, Staff Writer

You buy a computer, take it home, plug it in and pop the word-processing disk into the disk drive so you can write a friend a letter to boast that you now have this great word processor.

According to the Software Academy, that's like buying a stick-shift automobile without knowing how to use the stick shift — you may get it into gear and running, but you won't have control over it until you learn all of what it does.

That's because the word-processing program is the applications software, and the first thing one should learn about a computer is how to "drive" it by learning proper use of the operating system, says Bob Switzer, director of marketing for the Software Academy.

The first widely used operating system for microcomputers, and the one currently used on most eight-bit computers today, is Digital Research's CP/M. The Software Academy has developed a software program called Professor CP/M 3T to teach newcomers — and experienced computer users — exactly what CP/M does.

The 3T part of the name means "teach, test, and train" and Switzer said the step-by-step program takes "students" through a complete school year in CP/M. "You register, read the course brochure, get a main menu of all the different areas of CP/M, and what they do, and then there is a simulation of a school semester," he said.

For example, if you want to transfer the contents of one file to another file, you should use a PIP command — but without knowing precisely what the PIP command is and how it is performed, the user of the machine is lost.

Switzer admitted that books to explain CP/M are routinely bundled with computers, but he said few people ever read the CP/M manual. "Besides," he added, "every manufacturer tries to bundle a different book (on CP/M) with the machines," and some of the books are not very good.

"The Professor is like taking a driver's ed class with the instructor next to you. If make mistake, Genie comes out every time you fall into a glitch, and tells you what you did and how to correct it." Genie is the "voice" of the program that applauds good work and explains why errors were made.

Various tests are given throughout the program, and a diploma is awarded at the end of the semester — which lasts roughly six to 10 hours.

Professor CP/M 3T was designed by the president of the Software Academy, Dr. Amir Pirouzan, who was director of Iran's National Technical Institute under the late shah. The program has been on the market about two weeks and it sells for $99.

Switzer admitted that CP/M is an older operating system, and that it may soon be bypassed in importance by MS-DOS and PC-DOS.

"But there are 200 companies that use CP/M, including Zenith, Radio Shack, Heath, Morrow, Kaypro," he said, "and there are many people who own Apple and IBM machines who are converting their machines to accept CP/M software, to take advantage of the great amount of software already written for CP/M.

"There are 11 different companies making boards to convert IBM machines back to CP/M, and six making Apple boards."

For more details on Professor CP/M 3T, contact the Software Academy, 2222 Morley St., San Diego 92111, 571-8411.

SOFTWARE ACADEMY 2222 Morley Street • San Diego, CA 92111 • (619) 571-8411

PERSONAL SOFTWARE

January 1984 PERSONAL SOFTWARE

CP/M 3T

The CP/M 3T package teaches, trains, and tests the student on the CP/M operating system and its commands. The program simulates a semester course, and interactive sessions allow the student to repeat lessons or be tested immediately. CP/M 3T also teaches basic computer literacy and contains a glossary of computer jargon.

COMPUTER MERCHANDISE MART

NOVEMBER/DECEMBER 1983
SOFTWARE ACADEMY

Software Academy of San Diego, Calif., today announced the first known successful simulation of an entire school semester and course from enrollment to graduation, with the academy's CP/M 3T program. The package teaches, trains, and tests the student on the CP/M...

Learn CP/M using a disk-based "classroom metaphor": The CP/M 3T program teaches, trains and tests you on the CP/M operating system and its commands via simulation of an entire school semester. Simply load the disk in the drive and CP/M 3T introduces itself and offers you a course brochure. You register, are admitted and choose topics from the main menu.

Questions are displayed at the end of each interactive session; you are given a test, told your answer scores and notified if you are entitled to an award certificate or if you must repeat some lessons.

The program teaches computer literacy in conjunction with a glossary of computer jargon.

COMPUTER NEWS OF SAN DIEGO

March 22, 1984

Computer Tutor

Those who have bought their first computers but haven't touched it because they haven't had time to wade through a thick manual might be interested in Professor CP/M 3T by Software Academy.

CP/M Trainer Simulates School

Software Academy has developed a computerized interactive CP/M Teach, Test & Training Program based on experiences with students in the company's computer school.

The program is designed to teach new and current CP/M microcomputer users important CP/M commands and computer literacy in the shortest possible time, publishers say.

The CP/M 3T program is said to teach, test and train by simulating an entire school. After the introduction and instructions, the student has to...