SOFTWARE

Two disks + manual
Apple II, II+, IIe, IIc, DOS 3.3

CORRECT BEHAVIOR

The Mexican Way

28 typical social blunders and how to avoid them

Baedeker's Travelware

You'll be lost without us.

CORRECT BEHAVIOR

Langenscheidt
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Introduction

"Correct Behavior" is an educational tool intended for all who are interested in developing greater cross-cultural awareness and understanding. Potential users include language students, tourists, and other prospective travelers. Individuals engaged in international business who want to understand their counterparts in other countries more fully may find these programs of particular benefit.

Learning to speak a language is only one part of learning to get along with the people who speak that language. Equally important is learning how to act and react in various social settings. Visitors to another country who have developed some sensitivity to the local culture will find themselves in fewer embarrassing situations than people who have never stopped to think about possible cultural differences. Furthermore, they are likely to find themselves more quickly accepted by the people they are visiting if they avoid making frequent cultural blunders. Such acceptance, in turn, usually makes a trip or visit of any sort more fun and more successful in every regard. This is just as true for student travelers as it is for other tourists and for people in international business.

Separate packages exist for each of several different countries. Each of these packages consists of two diskettes, which will run on an Apple II, II+, IIe, or IIc computer, with a total of 28 different episodes, many graphics, funny sound effects, and a number of folk songs (the latter primarily for pure listening pleasure); a brief Operations Guide is also provided.

For each country in the series, there are 28 situations for the user to react to. Each episode presents a situation typical of the kind a visitor might find him- or herself in. An important

feature of these programs lies in the fact that they are as interactive as is feasible given that a computer terminal rather than an actual social situation is the setting. What "interactive" means in this context is that instead of merely answering a simple question with Yes or No (Y,N), the user has four possible reactions to choose among, with feedback given to every response. Occasionally one of the answers is a bit flip or frivolous, but that adds to the fun and helps keep the programs lively. In fact, most of the choices have some merit or plausibility to them, which means one really does have to stop and think before jumping to a conclusion. While it is perfectly true that individuals who have never been exposed to the culture in question may have little basis on which to make their choices, there is no penalty for guessing wrong; pedagogically speaking, this is extremely important. Trying to imagine how someone else might view seemingly innocuous scenes from another angle is itself a useful exercise. Being able then to try one of the suggested responses, when "only your computer knows," gives the user an opportunity to experiment without the perhaps untoward consequences that might emerge in a real-life version of the same situation.

The feedback referred to above comes in a variety of forms. Sometimes this is just a note that the choice was wrong (often given humorously, or with graphics, or both). More often, these programs give the user an opportunity to learn even while making mistakes. An explanation of why the choice is wrong, or of what would most likely transpire if one were to take this particular incorrect action, is usually given. Thus, although one can go through the program simply trying any and all answers, even the wrong answers provide one with additional cultural information. The percentage of time actually spent learning can be as great as the time spent doing the program. Correct answers as well are followed up with additional commentary,

often explaining why the action or expression indicated is the most appropriate, or giving some background to the tradition or custom at issue.

Perhaps the best feature of the "Correct Behavior" programs is that each episode becomes an adventure in discovery, like unearthing a modest treasure of new information. Of course much of what is touched upon in these contrived situations could be learned "on the spot" – but reliance on that method has, over the years, landed many a traveler in (figurative) hot water. How much better to have the opportunity to think about situations one might be in before they actually occur! In addition, because users can work through these programs alone, there need be no embarrassment in front of others (classmates or fellow travelers or businessmen) when "mistakes" are made.

The "Correct Behavior" programs are also easy to use. All the user has to do is slip the diskette into the disk drive and wait for explanations to appear. (See also the Operations Guide for more precise details.) One by one, the episodes appear on the screen, and the user goes into action by reading and then responding to the choices that follow each episode. Directions are given whenever the user is required to do something, facilitating use even for those not accustomed to working with such materials. One can work through an entire program (all 28 episodes) or through just the first diskette, or of course one can "escape" at any point by simply turning off the computer and removing the diskette. The menu, which appears at the beginning and can be made to reappear by pushing Y in response to the question "Return to Menu?" when that option appears (as just explained) or by simply starting over, can be used to jump from one episode to another. Thus one does not have to proceed through the program in a strictly linear fashion.

In fact, most users will find every episode has something of potential interest and value. For one thing, one can never anticipate with utter certainty which kinds of situations one might find oneself in. For another, the additional cultural information that is given in the feedback, even for situations one is most unlikely to encounter, adds to one's general store of knowledge about the culture in question. The same can be said for the feedback given for incorrect answers. Any tidbits of information that lead to greater cross-cultural understanding are beneficial for all those who truly want to begin walking down the exciting path of effective communication with people in other countries. "Correct Behavior" can be an important and challenging set of steps in that direction.

Operations Guide

This software is designed to be straightforward in its operation and very "user friendly." Requests for input from the user are mostly self-explanatory. The following notes are provided as a brief operations guide. ⟨CR⟩ indicates a carriage return.

System Requirements

The culture software is written for an Apple II, II+, IIe, or IIc computer with 48K of RAM memory and Applesoft in ROM. One disk drive is required. A color monitor or TV adds much to the graphics, but is not essential.

Startup

The programs run automatically once the disk is booted. This is done by inserting the diskette into Drive 1 and either turning the power switch on or, if the computer is already running, by typing PR#6 ⟨CR⟩ (or the number of the slot containing the controller card).

Control/C

A Control/C command is given by holding down the CTRL key while typing a 'c'. In many programs, it serves as a request to halt program operation and return control to the user. In the culture program, however, it allows one to skip episodes or return to the main menu. The screen is cleared and the question "Return to Menu? (Y,N)" appears. Answering 'N' or pressing RETURN will cause the next episode to be presented. Control/C will not function if the line "< Press Space to continue >" is on the screen.

This command should not be given before an episode has been run or while folksongs are being played. Doing so can

cause the system to reboot. Control/C should also be avoided while the disk drive is in operation as this could cause the program to "hang" or break. If the system "hangs" it must be rebooted by pressing the RESET key. Typing "run" <CR> will get things going again after an accidental break.

Exiting the Program

The last option on the main menu is labeled "Exit Program." It is used when one wishes either to run another volume of the culture software, or to run some other program. If one wishes to quit, the computer may, of course, simply be turned off.

Baedeker's Travelware. You'll be lost without us.

Everyone has warned you about "Montezuma's Revenge." Now, a Mexican family invites you to have dinner at their home. How should you react?

CORRECT BEHAVIOR **The Mexican Way**

Anyone who travels to a foreign country knows how easy it is to commit social blunders, as cultures and customs are different. Every business and vacation traveler needs some basic information in order to avoid committing embarrassing faux-pas.

Baedeker's Travelware teaches you how to act properly in the most common critical situations you may encounter on a visit to Mexico.

Based on the principle of cultural assimilation, it puts you into a "situation" and challenges you to make decisions about the correct behavior. Your choice could mean the difference between gaining new friends and "blowing the big business deal." The reaction will often surprise you. Graphics, sound effects, and folk songs add excitement to the fascinating process of learning to comprehend another culture.

Baedeker, the name for reliable travel guides since 1830, will help you to avoid making a fool of yourself.

By Dr. Gloria S. Melendez · James H. Taylor

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