

QUICK START

COMPUTER-ASSISTED PROGRAM

PROGRAM INSTALLATION INSTRUCTIONS

Thank you for downloading the on Computer Assisted Correctional Rehabilitation Programming System. This is a cutting-edge correctional program, which evolved after a two-decade trial and error process in search of an economical means of providing high quality, high volume, and comprehensive rehabilitation programs to the residents of large institutions.

GETTING STARTED

Once you have downloaded the program:

1. The program will automatically unpack and install itself on the C:\: root of your hard drive. Double click on this file and it will automatically unpack the compressed CARP files associated with your new Computer Assisted Program and install them on your computers hard drive.
2. As the compressed file is unpacking, you should see the list of files running across your screen. After the compressed file completes unpacking its contents, refresh your screen and go back into the root of your hard drive. Double-click on the executable file (.EXE) to install.
3. Read the text on your screen. Press the <ENTER key> and a second page will come up. Continue this process until all pages have appeared. If you don't feel like reading the presented material, press the <ENTER key> repeatedly until the text section terminates and you are presented with a screen that reads:

Do you want to run 1.1 (Y/N)

4. Push <Y>. Enter the access code.

ACCESS CODE:

Put your cursor directly after the colon if it is not already there. Make sure you type in the password for the access code in all CAPITOR LETTERS. Immediately after the colon: type the letters "JERRYM" [without the quotation marks]. Press the <enter key>.

5. The main menu for the entire program will now appear. This menu contains a selection of all of the different psycho-educational programs this particular system is capable of testing. The main program menu will appear as follows:

COMPUTER ASSISTED PROGRAMS – MAIN MENU

1. - Alcohol Education Program
2. - Bradshaw on the Family
3. - Drug Education Program
4. - Parenting Education Program
5. - Aids/HIV Education Program
6. - Exit to DOS

Clicking on any one of these program options on the main menu will initialize the testing program and tests associated with each major program topic. Each program option can administer as many as twenty individual tests over twenty different program topics contained in each of the above programs on a full program. Each program has a set of study booklets. When an inmate checks into the program, he is handed booklet one. Most testing labs are open once or twice a week for one to two hours.

During that time different computers in the lab may be set to test over one

or all of the programs above allowing inmates to participate in several different programs at the same time if they have the capacity to do so.

The first contact the inmate has with the program is that he is handed a study booklet to study and return the next time the testing lab is open. To assure that the non-copyrighted study booklet is returned to be handed out to other inmates, the student is not permitted to test until he hands in his study booklet. In short, the study booklets are used as a ticket for admission to the testing lab. This procedure was necessary as inmates were stealing the booklets and sending them back to their wives and family for them to read. This was positive in the sense that they recognized that the topics they were studying affected their entire family and they found the booklets valuable enough as an information source to pay the postage to ship out, however, the process drove up copy costs and increased the amount of valuable staff time needed to maintain program operation.

TRIAL RUN

For purposes of expediency, let's run through the first program on the Main Menu: the Alcohol Education program. You can choose this program for initialization by pressing <the number one (#1)> on the keyboard then press <ENTER>, or by using the arrow keys to cursor the highlighted bar up to option one.

After doing either of the above selection options, hit the enter key.

Once you click on <Alcohol Education Program> and hit enter you will be challenged by yet another encrypted password. The screen will appear as follows:

**All personnel other than the program manager should
Leave the immediate area while security passwords are
Entered for program access**

PASSWORD:

1. Type in the password, which in this case is simply "jerry". This password is not case sensitive and it will take either capital or lower case letters. Once this password is typed in, hit the enter key.
2. What appears on your screen next is the testing program menu for the Alcohol Education Program. Each of the testing programs listed on the main menu will have its own menu. The program menu for the Alcohol Education Program will appear as follows:

THE ALCOHOL EDUCATION PROGRAM *****

MAIN MENU

- 1.RUN TEST**
- 2.EDIT USER LIST**
- 3.EDIT/ADD TEST QUESTIONS**
- 4.DISPLAY TEST STATISTICS**
- 5.UTILITIES**
- 6.QUIT**

3. Highlight option #1 and hit the enter key to run testing for the Alcohol Education Program.
4. The next screen to appear will be requesting a student identification number. In the prison setting, this usually corresponds to the prisoner's ID number. If the student has taken any of the Alcohol Education Program tests in the past, the program will recognize him. If this is the first time signing in, the program will create an individual

testing record for the new student. For the sake of expediency, let's choose a number that has already been logged into the program. Where it says USER ID: type in the number 12345. This number corresponds to fictitious inmate Joe Bisflick. Once Joe's individual testing record appears, look at the bottom of your computer screen and find the text that says:

Last test taken was Test #1 on 00/00/00 (date)

Type in test number (1-20) and press enter:

5. After the colon where it asks you to type in the test number (1-20) and press enter:(put in number 1 or 2 after the colon and hit the enter key.)
6. The testing procedure will now initialize and you will be presented either test one or test two of the Alcohol Education Program. Each test in the program corresponds to its same numbered study booklet, which needs to be turned in before testing. As such, Alcohol Education test one is the test for Alcohol Education Study Booklet number 1.

THE TEST TIMER:

Oblivious to the user, by the time the first randomly chosen test question is presented to the inmate, a large number of security sub programs have already been silently initialized. One of these is the testing timer.

At the time the first question appears on the screen, the computer begins a countdown time line on the inmate. The prisoner has exactly fifteen minutes to finish a twenty-question test. The computer screen flashes him warnings periodically as to precisely how much test time he has remaining. The addition of this feature promotes a continuous flow of inmates through testing labs and

prevents the logjams caused by those prisoners who didn't study sufficiently thinking that they would have all day to sit at the computer and attempt to guess their way through the test. The testing timer opens the way for a continuous flow of inmates to be processed through testing labs in a relatively short period of time. Ten computer labs were setting records for testing and moving close to sixty inmates per hour through high quality, validly tested rehabilitation programs. In actual practice, the timer first shows up in the upper part of the computer screen flashing as a warning after the first five minutes spent on a testing computer.

THE LOCKED TESTING LOOP:

The locked testing loop is where you are trapped at present. This is yet another automatic security feature and automatically comes into play with the initialization of the first program test. Unless the test taker attempts to escape from the testing section of the program he may never know that he is locked into a security loop. In this particular case, the locked testing loop permits the inmate to take any test within the Alcohol Education Program, but does not allow him out of the testing area of the system. He is not permitted to venture into any other area of the Alcohol Education Program, nor is he allowed into any of the other programs in the CARP system. He is totally confined to the testing area of the particular program he in which he is authorized to work. All exit commands from the keyboard are blocked. Keyboard commands such as <ctrl alt del> and <ctrl break> have been neutralized by a machine language subprogram initialized by the CARP system, in order to keep the prisoner confined to the part of the program that measures what he has learned since the last time he visited the lab. You cannot exit the test administration section of the Alcohol Education Program nor venture into any other area of the program or

computer.

TEST QUESTIONS

Now is a good time to experiment with one of your test questions to experience how the double randomization system of the program actually operates.

Choose any of the test questions presented you as the computer feeds you the test questions. Copy the question on a piece of paper any test question of your choice. Include the question number and the precise order that the answers show up. Now finish your test. When you have completed testing, the system will automatically score your test. If you passed, add your score to your individual test score record. If you failed, no test score will be recorded. The program will then reset to give another test. It will again be looking for an ID number. Enter the ID number 12345 again. Ask for the same test you just took. We will be looking for the same test question you copied earlier. Go to the A key and keep hitting it as the answer for every question that comes up to flip through the test questions quickly.

Keep hitting the A key until the test question you recorded earlier appears. There is a possibility that the computer will not choose to present this test question on a second rendition of the test. If this happens, sign on again and flip through the test questions again until it does appear.

Notice that when your test question does appear that its number and the order in which it is presented is different. It appears within a completely different position within the test from the last time you saw it.

Notice also that the order of the answers to your question has also been randomly scrambled and are no longer in the same order as they were in the test question you copied.

Despite all the changes however, the basic test question is the same. This double randomization test process is the heart of this system and forces prisoners to study programmed material where they would otherwise cheat their way through such programs in large numbers, learning absolutely nothing. Inmates have to study and learn the material the rehabilitation program contains or the computer will coldly fail them.

This system is one of the very few inmate programs where prisoners must meet a measured standard of performance and learning. Prisoners cannot cheat their way through as they have with conventionally tested programs.

They cannot get through programs by sleeping or giving shallow lip service to group leaders as so many do in conventional group therapy programs. Unlike conventional prison programs, inmates must meet measurable, objective standards of program acquisition.

Since CARP accomplishes valid testing of inmates electronically, there are no paper and pencil tests for inmates to steal and sell on the prison yard.

At the same time paper and staff time required to grade, score and record inmate's tests are drastically reduced making this system one of the most cost effective prison rehabilitation programs in existence.

This document is intended for a quick overview and tour of the operation of a Computer Assisted Program. Other program features such as the Edit the User

List, Edit/Add Test Questions, Testing Statistics and Utility Program Options are discussed in detail in the more elaborate OPERATING MANUAL.

Without the appropriate passwords, the only way to break out of this loop would be to completely shut the computer off. If an inmate ever does this, the computer lab manager should investigate the incident immediately. Even if the computer is shut down in the middle of a testing program, if it is turned back on again, the user will again be challenged by the same series of encrypted passwords as on initial system run up. Shutting the system down in this manner is not recommended, as it does not give the system the opportunity to encrypt all of your tests for storage prior to shut down. Once the system encrypts the tests, they are useless to any hacker who might later gain access to your lab. In order to effect the encryption of all of your program tests, the program must be shut down appropriately.

Not following the established shut down procedure is a security violation.

Breaking out of the locked testing loop to move to test another program or to exit the CARP program completely.

1. It would take a hacker virtually forever to figure out how to appropriately exit the CARP program without attracting the attention of a staff lab monitor. A staff lab monitor should at all times be present when these systems are in operation. To exit out of the locked testing loop, you must first return back to the main menu of the Alcohol Education Program. From there you quit this particular testing program and exit into the systems main program menu containing all of the clinical programs the system has available for testing. No inmate under any circumstances should be given any of your passwords or be permitted to either run up or shut down lab operations.
2. To break out of the locked testing loop, proceed exactly as if you were going

to administer another test. However, when the screen asks for the student identification number with USER ID: instead of typing in the number for Joe Bisflick, 12345 as you did previously, to exit the program you must type into this same space the password "nowreturn" [without quotation marks]. Do not put in any spaces between the words and do not type in the [""] quotation marks. To exit the locked testing loop, your computer screen should now appear as follows:

USER ID: nowreturn.

Now press <ENTER>. This password will begin the process of breaking out of the locked testing loop.

3. You will now be challenged with yet another encrypted password before you will be permitted to exit the locked testing loop totally. This password is the same password you used to enter the program. You must use it to both enter the testing program and to exit it. Remember the password is "jerry". Your computer screen will now look like this:

PASSWORD: jerry

Once you hit enter, you will see a brief series of messages flash on the screen indicating that the program is encrypting all of the Alcohol Education Tests for storage prior to shutting down the system. Any hacker who might happen to break into the lab looking for the tests would only find a series of unintelligible numbers, letters and funny faces in place of test questions and answers.

Once you hit enter, the program will then return you to the main system menu where you can choose a different clinical program to test or completely exit the entire CARP system. Should you choose to set the

system to test over a different clinical program other than Alcohol Education, highlight the program of your choice and follow the same steps you did previously to initialize the Alcohol Ed. Program.

4. Should you desire to exit the CARP testing system completely, locate the EXIT TO DOS option at the very bottom of the main program menu. Select this option by highlighting it using either the number keys or the arrow keys, then hit the Enter key. You will now be challenged by yet another encrypted password prior to being permitted to leave the CARP main system menu.
5. Prior to being given access to your computer's operating system, at the EXIT TO DOS prompt, type in the password: "LUZ" then press <ENTER>.

Once you hit the enter key, CARP will relinquish most functions of your computer that it was holding under its control. However, not all of them will be relinquished until your system is rebooted. There will still be some keyboard security programs running resident in the background that are operating invisibly. This resident program blocks access to such keyboard commands as ctrl alt delete and ctrl break which would normally reboot your computer from the keyboard. Inmates have used these functions prior to the inception and inclusion of these resident programs blocking keyboard access to reboot testing computers and attempt to gain access to the computers operating system.

In general, the functions these resident security systems block would not interfere with the demands that the average operator would put on his or her computer.

Thank you for taking a closer look at the Computer Assisted Correctional Program concept. Programs like these have the potential to completely revolutionize Corrections as we know it and bringing much greater benefit to both

the individual and society at a cost significantly less than expenditures for non-measurable conventional programs, which were never designed for our chronic, criminal populations.

