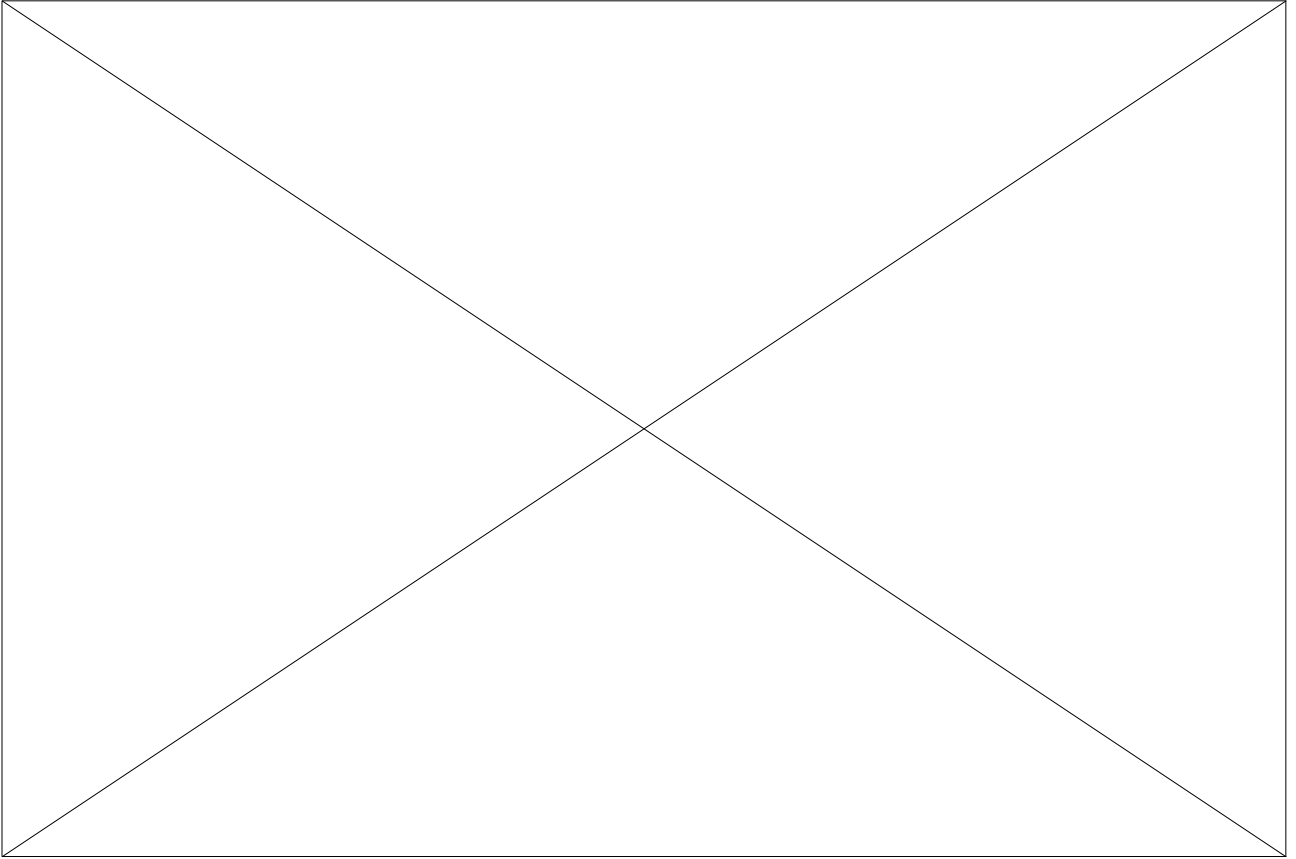


Welcome to the Money Creation Program

See [detailed instructions](#) before beginning the exercise, which appears below this sentence. **To see program go to www.stfrancis.edu/ba/money**



Detailed Instructions

Objectives

Welcome to the Money Expansion Program for use in your economic classes. This program has been developed for your use by the Business Faculty at USF to help you in learning economic principles.

The objective of the Money Expansion Program is to explain the multiple expansion of bank deposits in our banking system. After completing this program, the student will be able to determine the amount of money expansion that will occur in the banking system as the result of some initial new banking deposit. YOU SHOULD RUN THIS PROGRAM MORE THAN ONCE TO INCREASE YOUR UNDERSTANDING OF THE MATERIAL.

Directions

This computer program is designed for use by students who have no prior computer experience. If you have gotten this far, the hardest part of operating the computer is over. Since the program's objective is to help you learn about money expansion, it has been designed to assist you in learning the material and now how to operate a computer. The following directions will tell you of the features and special function keys used to assist you in learning about the subject matter.

Input of Information

The computer will prompt you for answers to questions throughout the program. The computer will not accept any input that might create an operating error. However, it will let you put in wrong answers. If you should press a key the computer does not like or that will cause a problem, you will see a message to "Try again." If you make a typing mistake, just use the BACKSPACE key, (usually found above the ENTER key) to erase your error. Then retype your answer again.

Questions

The program will guide you through four cycles of the money expansion principle. The computer will ask you questions at each step, to test if you understand the material. The computer will give you three tries to answer each question. (**Note:** In case of decimals, compute your answer to the nearest whole number or integer). If you fail to answer the question correctly after the third time, the computer will give you the correct answer. If you want help in answering the questions the computer will give you hints to the correct answer. The computer will keep track of your responses to the questions and at the end of the program, you will be provided with an evaluation of your work.

Learning Assistance

The computer will give you assistance in answering the questions if you wish. The "Hint" button has been assigned as the HELP KEY. To get help in answering a question, press the "Hint" and the computer will display a help screen on the bottom of the monitor. If you miss the question the first time the computer will give you additional help in arriving at the answer. Remember to get the computer to help you with an answer, just press the "Hint" button. This help feature will only work with answers to questions concerning money expansion.

Note: You may restart the program at any time by clicking the "reload" or "refresh" button on your browser.

Printouts

At the end of the program, the computer will perform a number of different features. It will let you know how well you did in answering the questions. This will assist your teacher in determining your understanding of the material and if you might need additional help. The computer will also ask if you wish a printout of your work. This feature allows you to take your work with you to turn in to the teacher or as study material.

Submission via Email to Instructor

At the end of the program there is also a button that will automatically submit the results of your work to the instructor. You must fill in your email address in order to use this button and to receive full credit for your work. You will receive immediate confirmation of whether or not your email was successful.

Credits

Original program design: Dr. Gerard Kickul, Associate Professor, College of Undergraduate Programs/Business Department

User Interface (Flash) Design: Glen Gummess, MA.Ed., Instructional Designer, Center for Instructional Delivery.

Lead Instructor: Dr. Veree Ethridge, College of Undergraduate Programs/Business Administration Department.

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