f-001

A software solution to the integration of teaching and learning in and out of class

Ryuji Tabuchi (Mint Applications), Hiroshi Hasegawa (Tokyo Metropolitan University), Akinobu Kanda (Tokyo Metropolitan University), Eiichi Yubune (Toyo University)

We will demonstrate software that integrates classroom teaching with individualized learning. The software, Multimedia Player Mint, can be used in a classroom in a powerful presentation mode suitable for language teaching, unlike PowerPoint, which is suitable for business use. This mode offers synchronous reproduction of text, audio, pictures, and video, with highlighted and colored texts, and drawing tools like a chalkboard. In addition, in and out of class, Mint shows its distinctive features of automatic quiz creation, which facilitates students' repetitive practice, and which reduces a teacher's workload. This multifunctional software can be used very effectively for integration into multimedia-based language learning.

f-002

Appropriate intonation meaning instruction based on corpora

Goh Kawai (Hokkaido University)*, Patricia Vermillion (Hokkaido University)

We developed web-based courseware for Japanese speakers of English (JSEs) to learn how to (a) identify meanings conveyed by specific intonation patterns, and (b) produce intonation patterns that convey meaning appropriately. We developed a spoken language corpus using native speakers of English (NSE), from which mappings between intonation patterns and meaning that JSEs misuse or misinterpret were selected to be included in the courseware. The courseware trains perception (matching meaning with utterances differing only in intonation) and production (saying context-dependent phrases). Our conference presentation will include courseware demonstrations, and results of the instruction planned in spring 2008.

*Goh Kawai focuses on language processing technology integrated with linguistic knowledge. He develops online systems for peer-based pronunciation learning. More at http://www.kawai.com/goh/.

f-003

How to apply speech recognition to teaching English pronunciation?

Hiroaki Kojima (AIST), Hiroyuki Obari (Aoyama Gakuin University), Machi Okumura (Prontest)*

Most pronunciation CALL software can only judge whether his/her pronunciation is good or bad by looking at a corrugation and a frequency analysis, and simply displaying a mark (good or bad). But the "Hatsuonryoku" English pronunciation software can automatically correct the pronunciation of Japanese EFL learners and teach them how to improve their pronunciation with a picture and a sound with good guidance. In this presentation, we will demonstrate why 93% of the students who used this software were satisfied and found it useful for practicing English pronunciation, showing the results of each student who improved the areas of difficult pronunciation.

_____

*Dr. and Professor, College of Economics, Aoyama Gakuin University, Ph.D. in Computer Science from University of Tsukuba, M.A. in TESOL from Columbia University. Visiting Research Fellow, University of Oxford (2007)

f-004

Sakumon and SakumonChallenge: Semi-automated and automated question-making systems for grammar and vocabulary testing

Ayako Hoshino (University of Tokyo), Hiroshi Nakagawa (University of Tokyo)*

We present two applications based on the automatic question generation framework for grammar and vocabulary testing. Sakumon is a question authoring assistance system with an AJAX interface. It helps the user choose an article, highlights grammar targets, suggests candidates for the distractors and formats the questions in a printer-friendly way. SakumonChallenge is an adaptive testing system which interacts with the learner. It presents the user with questions generated upon today's news. The system adapts to the user and administrates questions of a suitable difficulty. At the end of the session, it summarizes the user's performance and shows a grammatical diagnosis.

_____

*Ph.D. Candidate University of Tokyo, Graduate School of Interdisciplinary Information Studies

f-005

Character Compass: A pen-based character practice program

Carly J Born (Carleton College)*, Mariko Kaga (Carleton College)

We are developing a new interactive software program based on Tablet PC technology to enhance and energize the kinesthetic process of learning to write characters. Character Compass is designed to give students immediate and meaningful feedback on their handwriting, a feature that is crucial to kanji learning (Tsutsui 2004). Future development is geared towards creating an interactive learning environment in which writing can be integrated with character recognition and reading. Our program is still in the development stages, so we welcome input and suggestions for future development.

―――――――――――

*Carly is currently serving as the Team Lead for Academic Technologies at Carleton College, MN, United States. Her background is in instructional technology, specializing the field of CALL.

f-006

Moodle's new HotPot module: Smart learning

Gordon Bateson (Kanazawa Gakuin University)

The presenter will describe the design and development of the latest version of Moodle's HotPot module. The mission of the module has been expanded to aim to allow any unit of learning materials created with an external quiz creator to be distributed via Moodle. Thus it can handle not only chains of Hot Potatoes quizzes but also the materials produced by other creation software such as Textoys, Qedoc and Examview. The new module also allows for pre- and post-conditions to be added to quizzes, so that a student's path through the materials is determined by their performance on the quizzes.

―――――――――――