



CA16105 enetCollect

WG3

User-oriented design strategies for a competitive solution

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WG3 meeting in Bolzano, 8 September 2017

Overview

- Introduction
- Getting to know the group
- Description of WG3
- Invited speaker: Carmelo Ardito (University of Bari, Italy)

Break

- Planning
- Discussion

Introduction

Branislav Bédi

- Researcher and a PhD candidate
- University of Iceland
- Language teacher
- Project: *Icelandic language and culture training in Virtual Reykjavik*

Interests

- Human-agent interaction
- Embodied Conversational Agents
- Computer games for language learning
- User interfaces
- Pedagogy: scenarios, lessons, use of various approaches for language learning and teaching
- Multimodality, bodily language
- Gesture studies

Introduction



STOFNUN
VIGDÍSSAR FINNBOGADÓTTUR
Í ERLENDUM TUNGUMÁLUM



UNIVERSITY OF ICELAND

University of Iceland Vigdís Finnbogadóttir Institute of Foreign Languages

- A research institute working with the Faculty of Humanities, University of Iceland
- Center for scholars who teach modern languages and cultures
- Investigation of foreign languages including acquisition studies, semiotics, translation, grammar and literature
- Development of second language teaching materials that reflect the latest advances in technology

Getting to know the group

User-oriented design strategies for a competitive solution

Areas of interest

① Pedagogy

CALL, MALL, creating scenarios, designing LL materials, individual learning, teaching methodology, organic approach, community based LL, exercise generation, feedback solutions

② Language

E-lexicology, lexical resources, online dictionaries, translation, grammar, NL, corpus linguistics, bodily behaviour

③ Technology & Design

Software solutions, machine-learning algorithm, speech technologies, feedback solutions, human-agent interaction, attractive solutions

④ Research

Evaluation of impact, adapting profiles to user applications, statistical analysis, testing

Participants

Primary interest: 20

Secondary interest: 19

In total: 39

WG3

User-oriented design strategies for a competitive solution

- Creating design strategies
- User orientation
- Online language-learning solutions to attract and retain a crowd
- Study learner-profiling for:
 - Language skills training
 - Device-related design strategies
 - Etc.
- Review of existing state-of-the art

User-orientation and usability for language learning

User Orientation

- Who is our user?
All users are humans but not all humans will be our users
 - Language teachers
 - Language learners
 - With defined (simple) terminology
- What is a user-centered design (UCD)?
 - A process of designing a tool (website's or application's user interface) from the perspective how it will be understood and used by a human user
 - A system can be designed to support its intended users' beliefs, attitudes, and behaviours as they relate to the tasks the system is designed to support

ISO 9241 contains design guidelines

Usability

- What is usability?
 - A measure of the interactive user experience associated with the user interface (website, software application)
 - Is the quality of a system that makes it easy to learn, easy to use, easy to remember, error tolerant, and subjectively pleasing
- Why is it important?
 - It makes the difference between performing accurately and completely or not; enjoying or being frustrated; success or failure of a system; increase or decrease productivity; can determine success or failure

Break

WG3 Planning

User-orientation and usability for language learning

Work plan

- Overview of existing state-of-the-art online solutions for online language learning platforms + summary report
- User-profiling:
 - Learners: (1) language skills, (2) device-learning strategies
 - Teachers
- Studies on functionalities, interface design, and usability
- Testing of prototypical functionalities, interface, and usability

Active dissemination, exploitation, outreach, STSMs possibilities, annual reports

Time plan

Month 0-12

Month 6-24

Month 18-45

Month 0-45

Activity

1st STSM
University of Iceland

2nd STSM (2-4 weeks)
Institution: TBA
3rd STSM – co-joined with WG2?

3rd STSM (2-4 weeks)
Institution: TBA

4th STSM (2-4 weeks)
Institution: TBA

EuroCALL, CALL, LREC, ICCLFLL
Locally: home institutions

WG3 Discussion

Comments from you