We feel that research in Artificial Intelligence, Computational Linguistics, Corpus-Driven and Corpus Linguistics, Formal Linguistics, Machine Aided Translation, Machine Translation, Natural Language Interfaces, Natural Language Processing, Theoretical Linguistics has produced results which have proven, are proving and will prove very useful in the field of Computer Assisted Language Learning.

Research areas may concern not only Second Language (L2) oriented research, but also First Language (L1) learning in the presence of language deficiencies - deafness, dyslexia - and sign language. In more general terms, we are targeting intelligent tutoring systems that incorporate state-of-the-art NLP methods to evaluate response content, using either text- or speech-based analyses.

The three-day Symposium is supported by InSTIL's three parent associations, CALICO (Computer Assisted Language Instruction Consortium), EUROCALL and ISCA (International Speech Communication Association), as well as EUROCALL's SIG on Language Processing. It builds on the excellence and excitement of the ISCA workshop, STiLL '98, held in Marholmen, Sweden, and on InSTIL events from 2000 to 2002.

InSTIL 2004 brings together, for the first time, the two traditions of what is generally referred to as Intelligent CALL or ICALL, hence the twin title of ICALL 2004. The Symposium is a unique opportunity for scholars in the language processing side of the CALL interface to meet their speech technology colleagues. It is also a great opportunity for anyone interested in what we consider the future of the learning interface, including on the Web, to see the very best products and prototypes exhibited. In the warm atmosphere of the June Venetian sun, this event should not be missed! For full details, see http://project.cgm.unive.it/ and http://www.instil.org/

**IMPORTANT DATES**

Workshop Paper Submission Deadline: Feb 21, 2004
Notification of Acceptance: April 21, 2004
Camera Ready Papers: May 21, 2004
Workshop Dates: June 17-19, 2004

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**Projects**

**DISSEMINATE**

http://www.disseminate.org.uk/

DISSEMINATE is a mnemonic acronymic vehicle capable of brand recognition to support a set of development principles for what some have now referred to as the emerging science of Courseware Engineering (Marshall 1997). Above all, DISSEMINATE is an active verb which implies that the proponents may wish to follow this with definite planned actions which may occur simultaneously and in a co-ordinated fashion in all parts of the world. Although the concept of the project is "authorability", it is seen by its members as the sum of the key elements described below, yet considering the definition of each component proposed as open and flexible. It is not meant to be prescriptive and to create new constraints; quite on the contrary, it may lead to substitutions and refinements to suit individual authors and collaborators.
D stands for Distributed so that the fruits and tools of the project/movement are widely available and accessible across disciplines, nations, platforms and sectors.

I stands for Integrated so that the component parts do not act as non-compatible entities, but indeed integrate with both existing and future technology but also pedagogy. This also applies to possible intelligent functionality enhancements.

S stands for Stable or robust and durable, perhaps the hardest attribute in the context of a development system with seriously dispersed ownership, but once again we may be guided by the relative success of Linux which now boasts millions of users world-wide across three operating systems.

S for Superimposed in the sense that the development is highly likely to be placed above the level of the Web browser without suffering from its limitations. This might be labeled the top down version of DISSEMINATE (from the Web down), whereas the original intention was bottom up through the construction of a "vertical ladder" which would take authors from conventional authoring systems used to produce DISSEMINATE modules with full Web-Compatibility. This is indeed the path which many major producers of authoring programs have chosen including Authorware, Director and Question Mark.

E for Evolutionary, perhaps one of the most important attributes to avoid the pitfalls of development which dies when a particular operating system or authoring program falls out of favour or becomes technologically obsolete. This is encouraged by open coding.

M for Modulaware responding to the evolution of modern computing away from monolithic multifunctional large entities towards ultimate discrete object orientation where the primary unit of construction or building block might be the WebScreen or exerciseware module. In either context, data and assets would be entered easily and separately whilst the frame would contain all functionalities relying on core web technology (Java applets, Perl code/scripts, Javascripts and CGI forms, Functionality Plug Ins including Active X) all controlled within non compiled authorable HTML and platform independent virtual byte-code. The importance of the module is that it reintroduces the useful time-saving paradigmatic dimension, and stands alone for small developments.

I for Interactive may be seen as more than a truism in the sense that much existing web-enhanced learning might be said to encourage more passive acquisition given the perceived technical limitations of the medium. As interactive learning has now been the norm in many classrooms for several decades, it is important not to lose the foundations established through the best disc-based courseware. In the current state of the art, conventional CALL courseware is a great deal more interactive than Internet-based CALL courseware.

N for Networked: In CAL(L), the last years of this millenium and progresses into the third millennium might be said to have placed emphasis on the prominence of networks rather than stand-alone formats. This is mirrored into the real world where the delivery of products increasingly involves such structures which allow just in time distant access.

A for Authorable: always core within this concept and development architecture, this feature is one of the key elements, although not new, in the sense that it allows flexible rapid customisation and the much needed adaptation and instant error corrections sadly absent in fixed and closed systems. This is a movement away from obsolete staticity, inflexibility and proprietary tendencies.

T for Tracking: Although tracking learners is rarely done for a whole variety of reasons (time, ethics, etc...), it is the necessary condition behind good monitoring and communication with the end-user, as well as the essential research instrument behind quantitative and qualitative evaluation. In the current state of knowledge, tracking may require the use of separate proprietary software although it is implemented in systems such as WebCT which will serve as a model and possible framework within which to situate DISSEMINATE.

E must obviously end the acronym with the word Education although some might prefer the more fashionable Edutainment. There is certainly a well-documented need for the fun element in courseware which has mostly been implemented by commercial

The basic difference between DISSEMINATE and existing CALL courseware authoring tools is that its elements will all function independently and are optional. The suite of tools will simply be a menu of modules linked together and to a database, as well as to communication structures. The suite will be built from the “ground up”, forming a collaborative framework which other tutor-authors could expand upon in a development paralleling Linux.

The DISSEMINATE story is hopefully about to happen via commercial funding. Seedcorn funding should soon be obtained which will allow the then public and private sector development of the authoring system and the first courseware elements inspired by the approach. The aim is to revolutionise Web-based Language Learning which one still hesitates to label under the well known notional acronym WELL (Web Enhanced Language Learning). It is hoped that DISSEMINATE also makes the web speak and hear as elements of the best speech interface (VoiceXML driven) are incorporated into the authoring tool.

References:

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