A Software Solution to the Integration of Teaching and Learning in and out of Class

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We have shown software that integrates classroom teaching with individualized learning. The software, *Multimedia Player Mint*, in a classroom, shows a powerful presentation mode adaptable to language teaching, unlike PowerPoint adaptable to business use. That mode offers a synchronous reproduction of text, audio, picture, and movie, with highlighted and colored texts, and drawing tools like a chalkboard. And, in and out of class, *Mint* shows its distinctive feature of automatic quiz creation, which facilitates students' repeated practices, and which reduces a teacher's workload. This multifunctional software will be very effective to use for multimedia language learning integration.

1. Introduction

Our showcase offers you a solution to integrate classroom teaching with individualized learning. The solution is a software, called *Multimedia Player Mint* (http://homepage2.nifty.com/mint-ap /). This soft interfaces to both classroom and individual learning environment. Hereafter we will present you how this program works in both situations in describing multifunctional use of presentation, speed reading, self-created quizzes, vocal training and so on.

2. Multiple Functions

First, in the classroom situation, through *Mint*, a teacher can use a wide variety of presentation tools useful for language teaching, unlike business uses in PowerPoint. That is, you can reproduce texts, audios, pictures, and movies at the same time with an easy operation, as shown in the Fig1, 2 and 4. As a result, you can reproduce learning resources to make a presentation easily and effectively

3. Pinpoint Playing

Then, also in presentation mode, you can pinpoint text and sound by just double-clicking anywhere on the text. As you can see in fig1and 2, text and sound with a chunk underlined was reproduced simultaneously. When you show a movie, you can quickly pinpoint the scene that you want to see. So you can play any text, sound, and pictures at the moment you want.

4. Speed Reading Drills

You can train students to read rapidly by some reproduction modes of text. Player Mint can show a text by appearing in order(Fig1), disappearing in order(Fig2), or both. And by using these modes, students cannot look back where they have already read. So they cannot help but to read fast. In Yubune, Kanda, Tabuchi(2007), this mode helps lower-level learners improve cognitive skills of either reading speed or comprehension, as well as their motivation for reading activity.

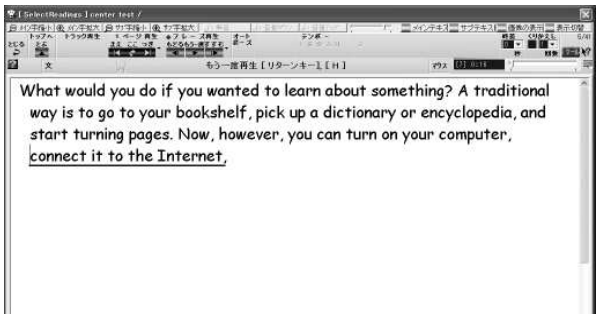

Fig1. Text appearing in order with a chunk underlined

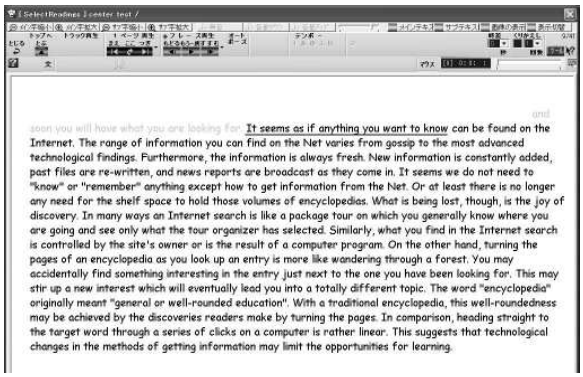

Fig2. Text disappearing in order with a chunk underlined

5. Creating Many Quizzes Automatically

Next, what is most useful for individualized learning is that students can work on quizzes which the software automatically creates: multiple choices, fill-in test, arranging words, dictation, a vocabulary shooting game and so on. This function also helps teachers to reduce their workload of making quizzes.

6. Voice Training

Students can also practice speaking with a so-called “Voice Training” function(Fig3). As you can see, you can record your own voice in a sound file format. And you can also see their own visualized voiceprints. By these functions, students can practice speaking effectively and efficiently. Off course, they can save their voice in ordinary sound file format(WAV).

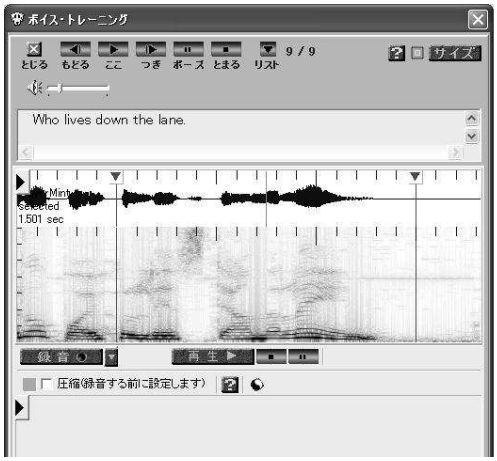

Fig3. Voice Training mode

7. Motion Pictures Corpus / Spoken and Action Database

Then, input one or two keywords and click, and you can view a list of motion picture scenes related to the keywords. For example, if you input "May I", you can get scenes that involve "May I...?" dialog. If you input "kiss", you can view many types of kissing actions (Fig4). So learners can know words and phrases in actual scenes.

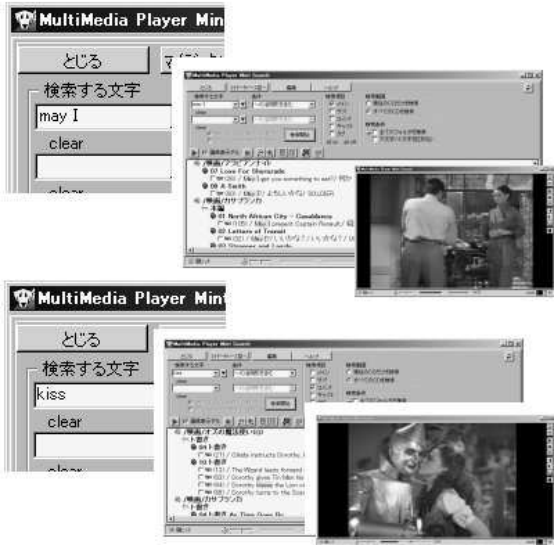

Fig4. Movie Corpus

8. Conclusion

As shown above, you can realize that *Mint*, multifunctional software, can play an integral part of teaching and learning both in and out of classroom. All those functions described above are available, whether *Mint* is installed or not, on any Windows® environment. Although *Mint* does not have an international language support at present, it can develop into more useful software with a request for optimization from all over the world in future.

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Reference

Yubune, E., & Kanda, A., & Tabuchi, R., (2007), Effects of Different Computer Display Methods of Reading Units on Learners’ Reading Efficiency. *Language Education & Technology*, *44*, 215-228.