

SLaTE 2011

24 - 26 August 2011 - Venice, Italy

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SLaTE 2011

The [ISCA](#) ⇨ (International Speech Communication Association) [Special Interest Group](#) ⇨ (SIG) on Speech and Language Technology in Education (SLaTE) is delighted to announce our next workshop to be held in Venice on 24 - 26 August, 2011.

Location

SLaTE 2011 will be held at the following venue:

Auditorium Santa Margherita

Università Ca' Foscari

Dorsoduro 3689

30123 (VE)

[Interactive Map](#)

[Photo Gallery](#)

Tel.: +39-041-234-9906/9904

Fax: +39-041-234-9998



WiFi Access

Wifi connection will be available during the workshop. In order to get a valid wifi account, you are kindly required to fill in [this form](#) before the workshop. You will receive a personal login and password. The account will not be automatically active. In order to activate the account, please go to the workshop registration desk with a copy of the email you have received and the document you have used for the registration. Once your credentials are validated:

- 1) choose the University wifi network (Unive_WiFi)
- 2) start your browser and go to whatever page. You will be redirected to the wifi portal of Ca' Foscari University. Select the link "Access for conference guests here". You will be required to enter your username and password.
- 3) reduce to icon the page indicating a successful connection. You will be able to connect to the

network.

Call for Papers

Call for papers (A4 poster [pdf](#))

Important dates

Submission: April 8, 2011

Submission: April 18, 2011 (extended)

Notification: June 10, 2011

Submission of system descriptions: June 30, 2011 (for demo presenters)

Notification of systems acceptance: July 7, 2011 (for demo presenters)

Instruction for demo presenters

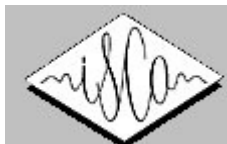
Submit a description of max. 500 words, to SLaTE2011-paper (at) let.ru.nl with title, authors (people involved), affiliation, and - if possible - a link to more information on the demo. We will then decide which demonstrations fit within the context of the workshop.

Registration now available

Registration to SLaTE2011 is now open: register immediately and spare money with Early Bird.

Also don't forget to book a room in Venice: there's lots of possibilities but also lots of tourists coming always and from all over the world.

Please see our accommodation page, or go to the registration page for more information.



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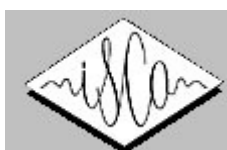
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Organizers

The ISCA (International Speech Communication Association) Special Interest Group (SIG) on Speech and Language Technology in Education (SLaTE) promotes the use of speech and language technology for educational purposes, and provides a forum for exchanging information regarding recent developments and other matters of interest related to this topic. For further information see <http://www.sigslate.org>.

SLaTE-2011 will be organized by Helmer Strik, Catia Cucchiarini, Radboud University Nijmegen, the Netherlands (technical program), Rodolfo Delmonte and Rocco Tripodi, Ca' Foscari University, Venice, Italy (local organizers), within the framework of the ISCA-SIG SLaTE (see <http://www.sigslate.org>).



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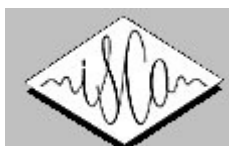
Workshop themes

The workshop will be concerned with all topics related to speech and language technology for education (SLaTE). This includes, but is not limited to, the following topics:

- Use of speech technology for education
- Use of natural language processing for education
- Use of spoken dialogue systems for education
- Applications using speech and/or natural language processing for education
- Intelligent tutoring systems using speech and natural language
- Development of language resources for SLaTE applications
- Assessment of SLaTE methods and applications



Papers will discuss theories, applications, requirements, evaluation, limitations, persistent difficulties, general research tools and techniques. Papers that critically evaluate approaches or processing strategies will be especially welcome. We especially welcome contributions on the future of Speech and Language Technology in Education, e.g. mobile learning, serious gaming, virtual reality, social media (networks), etc. In addition, we would like to invite demonstrations of systems. Demo presenters could submit a short description of the systems. The submitted abstract does not require an accepted paper and it does not have to be linked to a paper.



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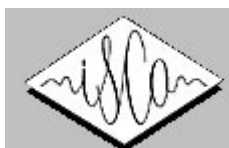
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International Scientific Committee

The International Scientific Committee consists of:

Abeer Alwan, UCLA
Jared Bernstein, Ordinate Corp.
Rodolfo Delmonte, University of Venice
Maxine Eskenazi, Carnegie Mellon
Bjorn Granstrom, KTH
Valerie Hazan, University College, London
Diane Litman, University of Pittsburgh
Dominic Massaro, University of California – Santa Cruz
Nobuaki Minematsu, University of Tokyo
Patti Price, PPrice.com
Martin Russell, University of Birmingham
Stephanie Seneff, MIT
Helmer Strik, Radboud University, Nijmegen



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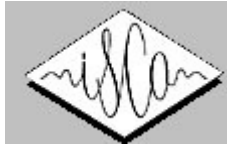
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Scientific review committee

Abeer Alwan
Adam Skory
Akinori Ito
Anton Batliner
Björn Granstrom
Diane Litman
Febe de Wet
Florian Hönig
Gerard Bailly
Gregory Aist
Hansjörg Mixdorff
Helen Meng
Henk van den Heuvel
Hugo Van hamme
Isabel Trancoso
Jaques Koreman
Joaquim Llisterri
Kate Forbes-Riley
Kay Berkling
Keelan Evanini
Kees de Bot
Lei Chen
Maria Luisa Garcia Lecumberri
Maria Uther
Mariko Kondo
Mark Hasegawa-Johnson
Martin Cooke
Maxine Eskenazi
Nobuaki Minematsu
Nuno Mamede
Olov Engwall
Oscar Saz
Patti Price
Pierre Badin
Rebecca Hincks
Rodolfo Delmonte
Ryan Downey
Sadaoki Furui
Su-Youn Yoon
Sylvain Detey



Wander Lowie



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Speaker instructions

Oral presentations will last 25 minutes (20 minutes for presentation and 5 minutes for discussion and speaker swap). Since we must strictly follow the program schedule, the session chairs will enforce the start and stop time of your talk. Please show up in the lecture hall 10 minutes prior to the start of your session.

AV equipment

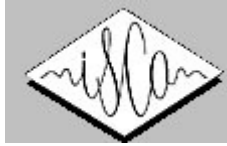
A data projector will be provided in the lecture hall. You may use your own laptop in your presentation, so long as it has a VGA port. Note that since the data projector is NOT equipped with switched multiple ports, you will need to manually connect it before the start of your talk. Alternatively, we will make available an Intel-based laptop with an (Italian) version of Microsoft PowerPoint '97, which will be connected to the projector.



Poster session

If you are presenting a poster in one of the poster sessions, you will need to prepare the material you would like to display. Each poster will be allocated a frame 100cm wide by 150cm high in which to display your poster or paper sheets. Your poster should display at the top the title of your paper as well as the name(s) and affiliation(s) of the author(s). Please ensure easy reading at a distance. Posters will be mounted on a velvet-covered piece of wood. We will provide the necessary materials to affix your poster to this mounting. Note, however, that there will be no facilities available for copying, magnifying or doing any process whatsoever with originals. Though you will be expected to stand by your poster site in the poster area only during the poster session in which your poster has been included. As a result, please plan to set up your

poster as soon as you arrive, the day your presentation is planned, and to remove it after the session. Consult with one of the organizers when you arrive to find out where you should set up.



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SLaTE 2011 program

Wednesday August 24th 2011

8:30 - 9:30	Registration
9:30 - 9:45	Opening session
9:45 - 11:00	<p>Oral Session - Language games Chair: Martin Russell</p> <ol style="list-style-type: none">1. An Agent Based Competitive Translation Game for Second Language Learning.____ Wang Ling, Isabel Trancoso, Rui Prada2. Listening Comprehension Games for Portuguese: exploring the best features.____ Rui Correia, Thomas Pellegrini, Maxine Eskenazi, Isabel Trancoso, Jorge Baptista, Nuno Mamede3. Generation of Educational Content through Gameplay.____ Adam Skory, Maxine Eskenazi
11:00 - 11:30	Coffee Break
11:30 - 12:45	<p>Oral Session - Reading and literacy Chair: Febe de Wet</p> <ol style="list-style-type: none">1. Evaluating a Text-to-Scene Generation System as an Aid to Literacy. ____ Bob Coyne, Cecilia Schudel, Michael Bitz, and Julia Hirschberg2. Evaluating Tracking Accuracy of an Automatic Reading



	<p>Tutor. _____</p> <p>Morten Højfeldt Rasmussen, Jack Mostow, Zheng-Hua Tan, Børge Lindberg, Yuanpeng Li</p> <p>3. Combining Acoustic and Language Model Miscue Detection Methods for Dyslexic Read Speech. _____</p> <p>Morten Højfeldt Rasmussen, Børge Lindberg, Zheng-Hua Tan</p>
12:45 - 14:15	Lunch
14:15 - 15:30	<p>Oral Session - Speech synthesis Chair: Maxime Eskenazi</p> <p>1. Using Speech Synthesis to Simulate an Interlanguage and Learn the Italian Lexicon. _____</p> <p>Rodolfo Delmonte, Francesco Stiffoni</p> <p>2. Towards Personalised, Synthesis-based Content in Irish (Gaelic) Language Education. _____</p> <p>Ailbhe Ní Chasaide, Neasa Ní Chiaráin, Christoph Wendler, Harald Berthelsen, Amelia Kelly, Emer Gilmartin, Elaine Ní Dhonnchadha, Christer Gobl</p> <p>3. Poster pitch (8 x 3 min.)</p>
15:30 - 16:00	Coffee Break
16:00 - 17:30	<p>Poster Session - Spoken language</p> <p>1. A Student-Centred Evaluation of a Web-Based Spoken Translation Game. _____</p> <p>Pierrette Bouillon, Manny Rayner, Nikos Tsourakis, Qinglu Zhang</p> <p>2. Introducing Difficulty-Levels in</p>

	<p>Pronunciation Learning. ____ Mark Kane, Joao Cabral, Amalia Zahra and Julie Carson- Berndsen</p> <p>3. Reliability of non-native speech automatic segmentation for prosodic feedback. ____ Larbi Mesbahi, Denis Jouviet, Anne Bonneau, Dominique Fohr, Irina Ilina, Yves Laprie</p> <p>4. Rule-based Method for Pitch Level Classification for a Japanese Pitch Accent CALL System. ____ Greg Short, Keikichi Hirose, Nobuaki Minematsu</p> <p>5. Using an Ensemble of Classifiers for Mispronunciation Feedback. ____ Gopal Ananthkrishnan, Preben Wik, Olov Engwall, Sherif Abdou</p> <p>6. English language learning activity using spoken language and intelligent computer- assisted technologies. ____ Maria Fuentes, Meritxell Gonzalez</p> <p>7. Assessing the Effect of Type-written Form-focused Dialogues on Spoken Language Fluency. ____ Magdalena Wolska, Sabrina Wilske</p> <p>8. Improving transcription agreement of non-native English speech corpus transcribed by non-natives. ____ Hyuksu Ryu, Kyuwhan Lee, Sunhee Kim, Minhwa Chung</p>
20:30 - 22:30	Concert

Thursday August 25th 2011

8:30 - 9:30	Registration
9:30 - 10:45	<p>Session - Written text Chair: Abeer Alwan</p> <ol style="list-style-type: none"> 1. Speech Technology-based Framework for Quantitative Analysis of German Spelling Errors in Freely Composed Children's Texts. ____ Kay Berkling, Johanna Fay, Sebastian Stuker 2. Identifying Targets for Syntactic Simplification. ____ Julie Medero, Mari Ostendorf 3. Poster pitch (8 x 3 min.)
10:45 - 11:15	Coffee Break
11:15 - 12:45	<p>Poster Session - CALL</p> <ol style="list-style-type: none"> 1. A Generic Framework for Building Dialogue Games for Language Learning: Application in the Flight Domain. ____ Yushi Xu, Stephanie Seneff 2. Evaluation of a Mobile Language Learning System Using Language-Neutral Prompts. ____ Nikos Tsourakis, Manny Rayner, Pierrette Bouillon 3. A method for predicting stressed words in English Jazz Chants. ____ Ryo Nagata, Toshiaki Marueki, Kotaro Funakoshi, Tatsuya Kitamura, Mikio Nakano 4. Effects of Language Learning Game on Korean Elementary School Students. ____ Kysong Lee, Soo-Ok Kweon, Sungjin Lee, Hyungjong Noh, Gary Geunbae Lee 5. Semi-automatic Test

	<p>Generation for Tandem Learning. _____ Manfred Klenner, Simon Clematide, Michi Amsler</p> <p>6. Automatic Assessment of American English Lexical Stress using Machine Learning Algorithms. _____ Yeon-Jun Kim, Mark C. Beutnagel</p> <p>7. Optimization of a Tutoring System from a Fixed Set of Data. _____ Olivier Pietquin, Lucie Daubigney, Matthieu Geist</p> <p>8. A Vocabulary Acquisition Framework using Audio Books. Meena Vundela, Swetha A.V.S.L.G and Kishore Prahallad</p>
12:45 - 14:15	Lunch
14:30 - 16:10	<p>Oral Session - Spoken language Chair: Anton Batliner</p> <p>1. Readability index as a design criterion for elicited imitation tasks in automatic oral proficiency assessment. _____ Febe de Wet, Pieter Muller, Christa van der Walt & Thomas Niesler</p> <p>2. Improving ASR processing of ungrammatical utterances through grammatical error modeling. _____ Helmer Strik, Joost van Doremalen, Janneke van de Loo, Catia Cucchiarini</p> <p>3. Feedback in an ASR-based CALL system for L2 syntax: A feasibility study. _____ Stephen Bodnar, Bart Penning de Vries, Catia Cucchiarini,</p>

	<p>Helmer Strik, Roeland van Hout</p> <p>4. For A Fistful Of Dollars: Using Crowd-Sourcing To Evaluate A Spoken Language CALL Application. _____</p> <p>Manny Rayner, Ian Frank, Cathy Chua, Nikos Tsourakis, Pierrette Bouillon</p>
16:10 - 16:30	Coffee Break
16:30 - 17:30	<p>Demo Session 1</p> <ol style="list-style-type: none"> 1. Jidou Eiken Online Version: Using Automatic Speech Recognition to Motivate Young Learners of English to Speak. Ed Whittaker, Teruyuki Honda 2. CASEC-WT: An Automatic Writing Tutor for Japanese learners of English Ed Whittaker, Mikko Vilenius, Shinya Sano, Ryo Nagata. 3. Integrated, interactive, and visualized teaching of writing and grammar: Prototypes of two ICALL tools. Karin Harbusch, Gerard Kempen 4. An Agent Based Competitive Translation Game for Second Language Learning. Isabel Trancoso, Wang Ling, Rui Prada 5. Listening Comprehension Games for European Portuguese. Thomas Pellegrini and Rui Correia 6. A French liaison learning system using TTS for Japanese students. Josafá de Jesus Aguiar Pontes and Sadaoki Furui 7. CALL at CLST

	Steve Bodnar, Catia Cucchiarini, Helmer Strik
19.00 - 20.00	Boat Trip to Burano
20.00 - 22.30	Banquet

Friday August 26th 2011

8:30 - 9:30	Registration
9:30 - 11:10	<p>Oral Session - Pronunciation Chair: Mariko Kondo</p> <ol style="list-style-type: none"> 1. Identifying Confusable Contexts for Automatic Generation of Activities in Second Language Pronunciation Training. ____ Oscar Saz, Maxine Eskenazi 2. Statistical Machine Translation Framework for Modeling Phonological Errors in Computer Assisted Pronunciation Training System. ____ Theban Stanley, Kadri Hacıoglu, Bryan Pellom 3. Acoustic Analysis of Postvocalic /l/ in Chinese Learners of German in the Context of an Overall Perception Experiment. ____ Oliver Jokisch, Hongwei Ding, Rüdiger Hoffmann 4. Dealing with L1 background and L2 dialects in Norwegian CAPT. ____ Olaf Husby, Åsta Øvregaard, Preben Wik, Øyvind Bech, Egil Albertsen, Sissel Nefzaoui, Eli Skarpnes, Jacques Koreman
11:10 - 11:40	Coffee Break

11:40 - 12:30	<p>Oral Session - L2 Speech annotation Chair: Isabel Troncoso</p> <ol style="list-style-type: none"> 1. How Many Labellers Revisited – Naives, Experts, and Real Experts. ____ Florian Hönig, Anton Batliner, Elmar Nöth 2. Analysis of L2 English Speech Corpus by Automatic Phoneme Alignment. ____ Hajime Tsubaki, Mariko Kondo
12:30 - 14:00	Lunch
14:00 - 15:15	<p>Oral Session - Prosody Chair: Jacques Koreman</p> <ol style="list-style-type: none"> 1. Comparison of Native and Non-native Evaluations of the Naturalness of Japanese Words with Prosody Modified through Voice Morphing. ____ Shuheï Kato, Greg Short, Nobuaki Minematsu, Chiharu Tsurutani, Keikichi Hirose 2. Mandarin Tone Perception and Production by German Learners. ____ Hussein Hussein, Hue San Do, Hansjörg Mixdorff, Hongwei Ding, Qianyong Gao, Guoping Hue, Si Wei and Zhao Chao 3. What visual feedback should a reading tutor give children on their oral reading prosody? ____ Sunayana Sitaram, Jack Mostow, Yuanpeng Li, Anders Weinstein, David Yen, Joe Valeri
15:15 - 16:00	Coffee Break

16:00 - 17:00	<p>Demo Session 2</p> <ol style="list-style-type: none"> 1. A Computer-Aided Pronunciation Training System for German Learners of Mandarin. Hussein Hussein, Hansjörg Mixdorff, Marijo Mateljan, Hue San Do, Qianyong Gao, Guoping Hue, Si Wei and Zhao Chao 2. Toward a real-time and speaker-adapted system of visual articulatory feedback. Thomas Hueber, Pierre Badin, Atef Ben Youssef, Gérard Bailly, Frédéric Elisei 3. Versant Professional Test: a four skill automated scoring system in English Jian Cheng 4. Wizard Of Oz Tool for Spoken Dialog-base Lanugage Learning game Kysong Lee, Jinsik Lee, Jonghoon Lee, Hae-Ri Kim, Gary Geunbae Lee 5. CALL-SLT: An Automatic Speech-Enabled Conversation Partner On The Web Manny Rayner, Pierrette Bouillon, Nikos Tsourakis, Johanna Gerlach, Claudia Baur, Sonia Halimi, Matthew Fuchs, Ian Frank, Cathy Chua 6. WinPitchW7 LTL, an innovative software tool for computer assisted language learning. Philippe Martin 7. dod - Dialogue of the Day Florian Hönig and Anton Batliner
17:00 - 18:00	<p>Closing Session</p> <p>SLaTE assembly</p>



SLaTE-2011 workshop

August 24-26, 2011 (before Interspeech)

Ca' Foscari University, Venice, Italy

<http://project.cgm.unive.it/events/SLaTE2011/>

ISCA-SIG SLaTE

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WORKSHOP THEMES

The workshop will address all topics related to SLaTE, such as:

- Speech technology for education
- Natural language processing for education
- Spoken dialogue systems for education
- Applications using speech and/or natural language processing for education
- Intelligent tutoring systems using speech and natural language
- Development of language resources for SLaTE applications
- Assessment of SLaTE methods and applications

PAPER SUBMISSION

Full 4-page papers should be submitted before April 8, 2011.

Notification of acceptance or rejection of papers will be given by June 10, 2011.

For further information see <http://project.cgm.unive.it/events/SLaTE2011/>

If you have questions, you can send an e-mail to SLaTE2011-org (at) let.ru.nl

ORGANIZATION

SLaTE-2011 will be organized by Helmer Strik, Catia Cucchiari (Radboud University Nijmegen, the Netherlands, technical program), Rodolfo Delmonte and Rocco Tripodi (Ca' Foscari University, Venice, Italy, local organizers), within the framework of the ISCA-SIG SLaTE (see <http://www.sigslate.org>).

