

Language Play and Computers

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http://groups.inf.ed.ac.uk/standup



Joke generation by children with complex communication needs: Approaches to evaluation and findings in the STANDUP project









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- Review
- The evaluation methodology
- The evaluation instruments
- Participants
- STANDUP in use
- Preliminary results
- Future work



Review (1)

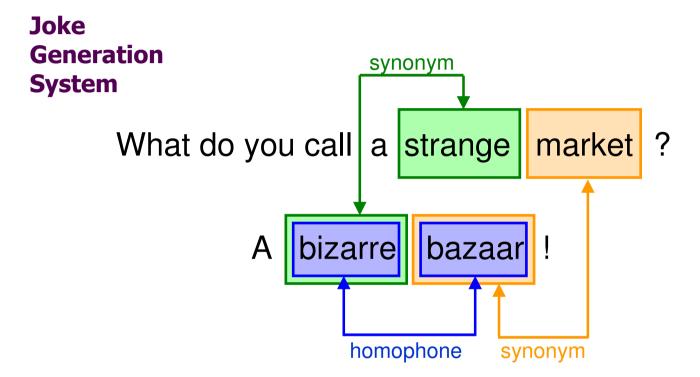














Review (2)

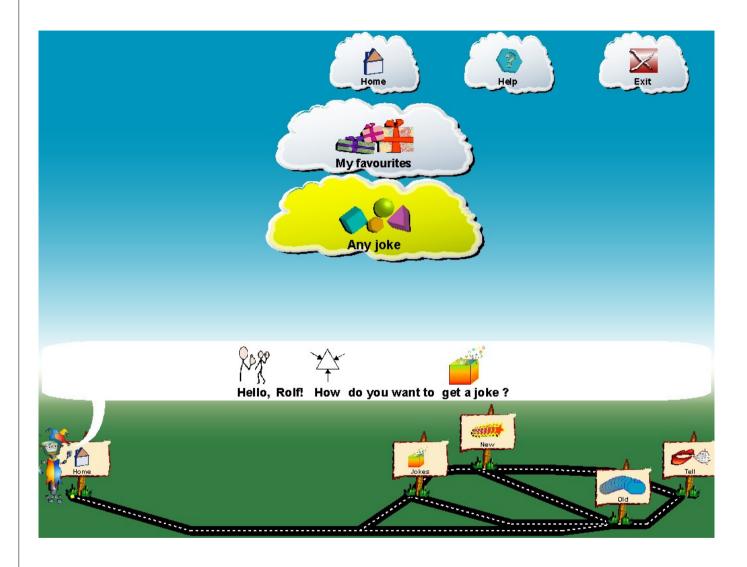














Review (3)

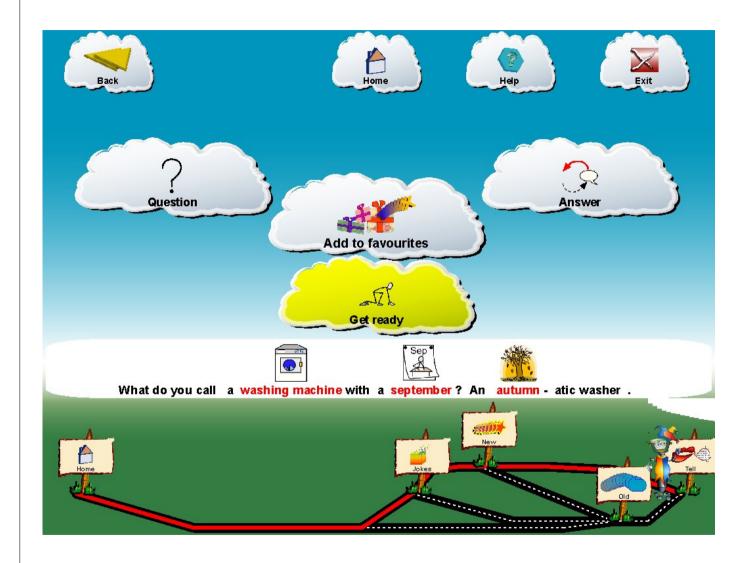
















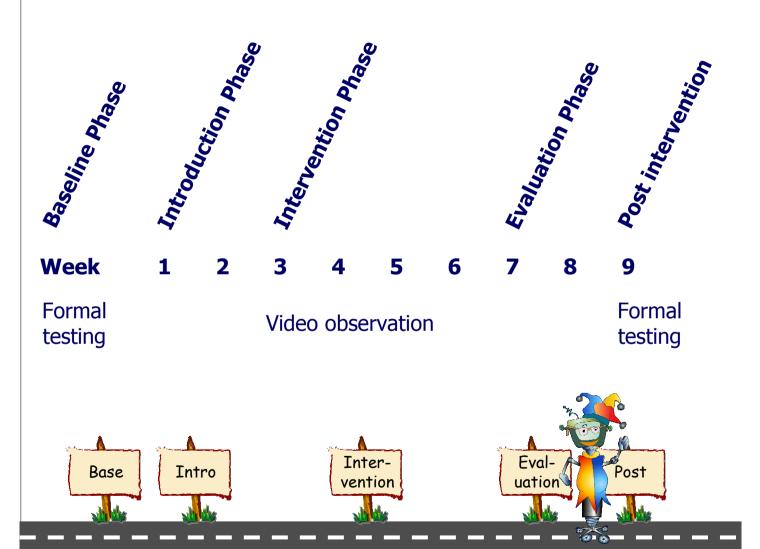
























CELF Clinical Evaluation of Language Fundamentals (Semel, Wiig, Secord, 1995)

- CELF Linguistic concepts (participants are asked to point to...: "the blue line", "the line that is not yellow"; participants must point to a stop sign if they think they cannot do what they are asked to do.)
- CELF Sentence structure (e.g. show me...: "The girl is not climbing", "The dog that is wearing a collar is eating a bone")
- CELF Oral directions (e.g. point to...: "The black circle", "The last white triangle and the first black square")
- CELF Word classes (participants choose two related items from a set of four, e.g. "girl boy car table", "slow nurse doctor rain")

PIPA Preschool and primary inventory of phonological awareness (Frederickson, Frith and Reason, 1997)













Keyword Manipulation Task (KMT) (O'Mara, 2005): standardised across 57 children, including language impaired children; 5 – 12 years.

Stimulus: How can you tell there has been an

elephant in your fridge?

Footprints in the butter.

Keyword Alternates:

Mouse. Giraffe. Cat. Rabbit.

Stimulus: What do you get when you cross a car

and a sandwich?

A traffic-jam.

Keyword Alternates:

Bicycle. Plane. Train. Truck.



Participants











Level	Participant	Communication	Head switch	Direct access
Early Primary	NI, female; age: 8y4m	Dynavox DV4 user: PCS	\checkmark	
Middle Primary	AL, female; age: 10y10m	Intelligible speech: poor articulation		\checkmark
	SA, female; age: 10y9m	Communication book: gross fist & eye gaze	\checkmark	
	EO, male; age: 10y3m	Communication Board: PCS, TechSpeak		\checkmark
	LE, male; age: 10y3m	Clear speech		\checkmark
Senior Primary	DA, male; age: 11y3m	Dynavox DV4 user: PCS	\checkmark	
	OW, male; age: 12y9m	Speech: poor intelligibility uses PCS	\checkmark	
	ST, male; age: 11y10m	Dynavox DV4 user: PCS		\checkmark
	EM, female; age: 11y3m	Intelligible speech		\checkmark

For all participants: Aetiology: Cerebral Palsy

Mobility: Wheelchair

Literacy: Emerging and assisted









































Preliminary Results



Preliminary Results: Pre/Post Testing











CELF Word Classes PIPA Rhyme (out of 12) (out of 27) **Pre-test Post-test Pre-test Post-test** NI, female; Early 19 25 10 11 **Primary** age: 8y4m AL, female; 11 18 3 3 age: 10y10m SA, female; Primary Middle 23 26 11 11 age: 10y9m EO, male; 2 0 10 9 age: 10y3m LE, male; **17** 26 11 11 age: 10y3m DA, male; 1 4 1 8 age: 11y3m OW, male; Primary Senior **17** 12 11 24 age: 12y9m ST, male; 9 8 5 3 age: 11y10m EM, female; 12 10 11 **13** age: 11y3m

CELF WC: choose 2 related items from set of 4, e.g. "girl boy car table" PIPA Rhyme: Phonological awareness





Questionnaires with parent, teachers and Classroom assistants (not significant issues raised but all positive)

Semi-structured interviews with SLTs





DUNDEE











Preliminary Results

Participant Feedback using Talking Mats













Bad - OK - Good

Jester character

Jokes

Touchscreen/Switch

Voice



Preliminary Results

Participant Feedback using Talking Mats













Bad - OK - Good

Jester character

Voice

Touchscreen/Switch

Jokes



Discussion











- Answered research question:
 - Interfaces CAN be designed which provide children with CCN with successful access to complex underlying technology
- Using STANDUP:
 - the generative capabilities allows opportunity for natural language development, cf DA choosing punchline first
 - the generative capabilities allows novel explorative learning, cf NI searching subjects
- All children benefited
 - ethical consideration
 - enhanced desire to communicate
 - knock on effect on other AAC usage
 - illustrated children's abilities and potential of AAC
- STANDUP illustrated use of technology within a wider environment



Future work











- Issues with interface design
 - scanning
 - voice output
 - improved appropriateness of vocabulary
- The telling of the joke is important what is the impact of STANDUP:
 - on interactive conversation
 - on joke comprehension and vocabulary acquisition
- BETTER jokes?
 - Well...do we want better jokes?
- STANDUP with speaking children with language impairment