

# GESTURING AVATARS IN COMPUTER-MEDIATED LEARNING OF VOWEL LENGTH CONTRASTS

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## BACKGROUND: LENGTH CONTRASTS

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## LENGTH CONTRASTS

- English: [o] usually means [o]
- Some use of length in English: "soooooooooo cool"
- Other languages: vowel length changes meaning
  - Japanese: 木 *ki* 'tree' vs. キ *kii* 'key'
  - Finnish: *tuli* 'fire' vs. *tuuli* 'wind'
  - Arabic: زير *zir* 'button' vs. زير *zir* 'large jar'
  - Thai: หนู *hũ* khan 'to itch' vs. หนุน *khaan* 'to support'
- Exceptional languages: 3 lengths (Mixe, Yavapai, Wichita)

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## HOW TO DOUBLE YOUR VOWEL INVENTORY

- 5 vowels doesn't give you a lot of possible syllables
- To double possible syllables, contrast vowel lengths
- E.g. Hawaiian has only 5 vowels and only 8 consonants
  - Basic syllables\* consist solely of one consonant plus one vowel
  - $5 * 8 = 40$  possible syllables—too few!
  - With contrastive vowel length, 80 possible syllables

\*Diphthongs are also allowed, adding more possible syllables

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## AN ASIDE: "VOWEL LENGTH" IN ENGLISH

- Vowel length is not contrastive in English—it never distinguishes two words from one another, but:
- Some vowels happen to be longer than others:
  - Shorter: *bɪt*, *beg*
  - Longer: *begg*, *bait*
- Surrounding consonants can affect length too:
  - *ee* in *bead* is longer than *ee* in *beat* (try saying them out loud)
- Since it's not contrastive, English users often don't notice

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## MORAS: THE UNIT OF LENGTH

- Short vowels = 1 mora ( $\mu$ )
  - *k i* 'tree'
  - 
- Long vowels = 2 moras ( $\mu\mu$ )
  - *k i i* 'key'
  - 
- (Syllable final consonants = 1 mora)
  - *s o n* 'three'
  - 

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## WHAT IS GESTURE?

- A hand movement that is directly tied to speech. (McNeil, 1992)
- What's not gesture?
  - Pantomime (obligatory absence of speech)
  - Sign language (fully encodes linguistic properties)

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## GESTURE AND LEARNING

- Gestures are very important in communication (McNeil, 1992)
- Gesturing helps cognitive development and learning abstract ideas and mathematical concept (Goldin-Meadow, 2004; Nunez, 2008).

$$4 + 5 + 7 = \_ + 7$$

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## GESTURE AND FOREIGN LANGUAGE LEARNING

- Seeing speakers' gestures helps second language **comprehension** (e.g., Sueyoshi & Hardison, 2005).
- Seeing teachers' gestures helps second language **grammar learning** (e.g., Matsumoto & Dobs, 2017; Nakatsukasa, 2016)
- Seeing and/or doing gestures helps **vocabulary learning** (e.g., Lazaraton, 2004; Tellier, 2008; Macedonia & Klimesch, 2014).

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## GESTURE AND LEARNING OF PRONUNCIATION

- Seeing and/or doing gestures helps **pronunciation** learning – but results are mixed.
- Metaphoric pitch gestures to teach Chinese pitch → **Effective** (Morett & Chang, 2014)
- Metaphoric gestures to teach Japanese short vs. long vowel → **Not effective** (Kelly, Bailey, and Hirata, 2017)

Why mixed results? Participants' background? Are non-learners of Japanese ready to learn this difficult phonological feature?

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## MANDARIN TONE GESTURES



<http://quora.com>

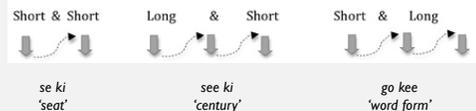
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<http://terrywaltz.com>

## JAPANESE LENGTH GESTURES

### MORA gesture



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Kelly et al (2014)

## BACKGROUND: ATTENTION IN L2 LEARNING

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## THE NOTICING HYPOTHESIS

- Conscious learning is necessary/helpful for L2 acquisition—subconscious processes aren't enough (Schmidt 1990, 2001)
- “Conscious registration of the concurrence of some event” (Schmidt 1995)

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## MEASURING ATTENTION

- “Think alouds”
- Underlining (parts of) words necessary for later production
- Stimulated recall
- Eye tracking

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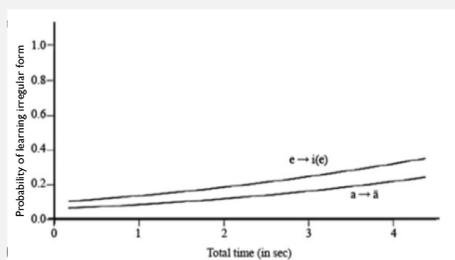
## EX: ATTENTION IN GERMAN IRREGULAR VERBS

- *Sprechen* 'to speak' (e → i)
  - *Ich spreche*
  - *Du sprichst*
- *Tragen* 'to carry' (a → ä)
  - *Ich trage*
  - *Du trägst*
- Treatment: reading task
- Attention measured by eye-tracker

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(Godfroid and Uggens 2013)

## EX: ATTENTION IN GERMAN IRREGULAR VERBS



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(Godfroid and Uggens 2013)

## OUR STUDY

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## GESTURE AND FOREIGN LANGUAGE LEARNING

Pilot Classroom Study (Iizuka, Nakatsukasa, Braver, & Farley, 2016)

- 31 Learners of Japanese (2nd semester)
- Gesture: Handclapping indicating the number of moras.
  - Kare 'boyfriend': (Ka Re) 2 claps
  - Karee 'curry': (Ka Re E) 3 claps
- See Gesture (n=15): Learners only saw the instructor's gesture.
- See & Do Gesture (n=16): Learners saw and repeated the instructor's gestures.
- Students' vowel durations were then measure

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## RESEARCH QUESTIONS

- Do seeing and repeating *computer avatar's* gestures help Japanese learn acquire a skill to distinguish short and long vowel in Japanese?
- Does learners' level of attention correlate with their learning?

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## MOTIVATION OF THE STUDY

- Test the effectiveness of gestures on pronunciation learning with current L2 students of Japanese
- Increase attention paid to gestures by participants—previous studies show attention primarily focused on faces
  - Pedagogical, rather than spontaneous co-speech gestures
  - In see/do condition, participants will need to repeat gestures
  - Digital vs. real-life faces differ

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## STIMULI

- 37 short/long pairs of Japanese words
- Variables:
  - Syllables in word (1 or 2)
  - Pitch accent placement (syllable 1 or 2)—can be a clue about length!

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## STIMULI

木 ki 'tree' vs. キー kii 'key'



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### SIDE NOTE: BASICS OF JAPANESE PITCH ACCENT

• Some moras are "accented"—they receive a H tone and following moras receives a L tone

• Monosyllables:

- te 'hand'                   te  
                                  H
- te-ga 'hand.NOM'       te-ga  
                                  H L

• Disyllables

- chizu 'map'               chi zu  
                                  H L
- chiizu 'cheese'         chi i zu  
                                  H L L

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### ACCENT CAN CUE LENGTH

• Monosyllables

- chii 'social status'     chi i  
                                  H L

Two tones in one syllable → must be a long syllable

• Disyllables

- shuuto 'capital'       shu u to  
                                  H L L

Two tones in one syllable → must be a long syllable

• Will accent-cued syllables benefit from gesture to the same degree?

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### METHODOLOGY: PARTICIPANTS

- 16 learners of Japanese from JPN2302 and 4300 (2<sup>nd</sup> semester and above)
- L1 English/L2 Japanese

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### METHODOLOGY: MATERIALS

• Pretest and Posttest: Production Test

KOREWA fuu DESU



SI pretest



SI posttest

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### METHODOLOGY: MATERIALS

• Pretest and Posttest: Perception Test

Please pick the word you just heard.  
Press enter to continue.

fuu

fu

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### METHODOLOGY: TRAINING

- After pretest, participants receive training
- See avatar reading a word and gesturing (1 clap per mora)
- Condition 1: repeat word while copying gesture (n=8)
- Condition 2: repeat word with no gesture (n=8)

- Head positioned on chin rest
- Eye gaze tracked—hands/face/elsewhere
- Audio and video recorded to verify gestures



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METHODOLOGY: MATERIALS

- Training: short vowel words (see/do gesture condition)

METHODOLOGY: MATERIALS

- Training: long vowel words (no gesture condition)

METHODOLOGY: MATERIALS

- Training: short vowel words (no gesture condition)

METHODOLOGY: MATERIALS

- Training: long vowel words (see/do gesture condition)

METHODOLOGY: TRAINING

ki                      kii

METHODOLOGY: PROCEDURE

```

graph LR
    A[Pretest  
• Perception  
• Production] --> B[Training  
• Condition 1:  
See and repeat avatar's  
gestures and word  
• Condition 2:  
Repeat avatar's word]
    B --> C[Posttest  
• Perception  
• Production]
    C --> D[Delayed posttest  
(1 week)  
• Perception  
• Production]
  
```

## METHODOLOGY: EYE TRACKING

- Overt attention: Locus of attentional focus is consistent with eye position
  - *Where someone is looking is where they are attending*
- Do subjects who attend to the gestures during training exhibit larger learning scores?
  - Measured with eye tracking: real-time recording of eye movements/fixations at a sampling rate of 2000 Hz
  - *Correlate proportion of fixation time on avatar's hands with learning score*

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## RESULTS

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### TRAINING DOES PROVIDE LEARNING BENEFIT



- Overall means:
  - Pretest: 0.74
  - Posttest: 0.81
  - $\Delta$ : .07
- Anova:
  - $F(1,15)=11.35$
  - $p < 0.05^*$

(accuracy ~ session)

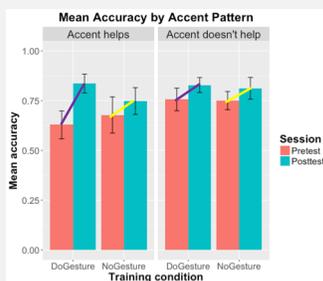
### TRAINING BENEFIT DOES NOT VARY BY CONDITION



- Mean learning by condition:
  - DoGesture: 0.09
  - NoGesture: 0.05
- Anova:
  - $F(1,14) = 0.92$
  - *n.s.*

(accuracy ~ group \* session)

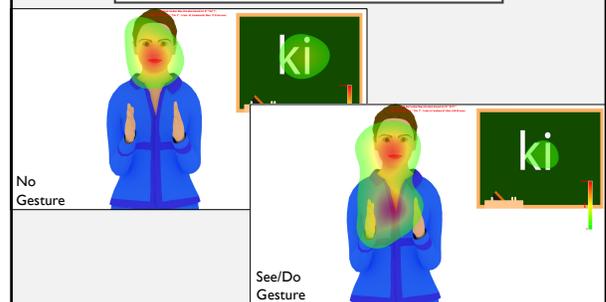
### ACCENT AS A CUE TO LENGTH?

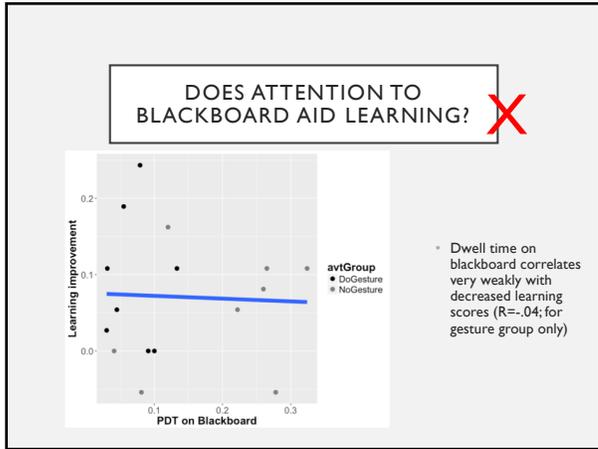
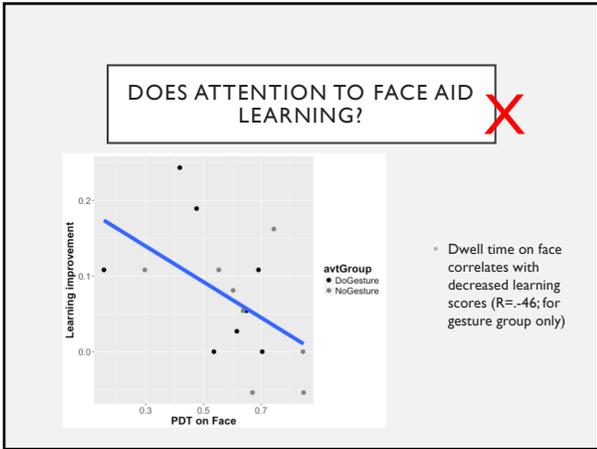
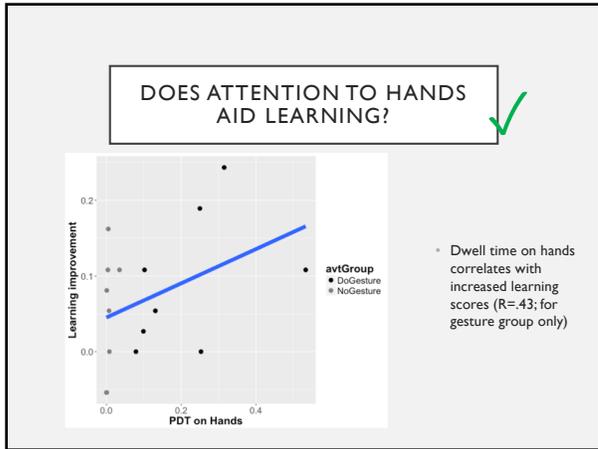
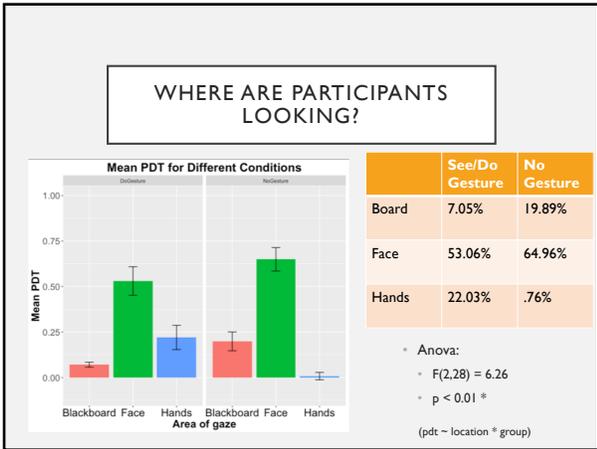


- Accent seems to trend toward helping accuracy in the gesture condition but not no gesture
- ANOVA
  - $F(1,14)=.662$
  - *n.s.*

(improvement ~ group \* session \* accent)

### WHERE ARE PARTICIPANTS LOOKING?





### SUMMARY

- Training—with or without gestures—improves performance on perception/identification task
- Participants don't use accent as a cue to length
- Participants attend to hand gestures of computer avatars
- No significant difference between gesture and no gesture groups, but:
- Attending to hands correlates with better performance, while attending to blackboard or face correlates with worse performance

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### FINAL THOUGHTS

- Next steps:
  - Analyze production data
  - Add more participants
  - Complete and analyze delayed posttest
  - See but don't do gesture condition
  - Current Japanese students vs. complete novices

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