

IVY – INTERPRETING IN VIRTUAL REALITY

User Handbook

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Table of Contents

Table of Contents	2
1. Introduction	3
1.1 Project Scope	3
1.2 Purpose and intended audience.....	4
1.3 Structure	4
2. Accessing the IVY island.....	5
2.1 Second Life: First Steps & Requirements.....	5
2.2 Accessing the IVY island.....	5
2.3 Arriving in the IVY environment.....	5
3. IVY Environment – User Operation Instructions	6
3.1 Collect the Heads-Up Display	6
3.2 Mode Selection Menu	7
3.3 Interpreting mode.....	8
3.4 Learning activities	11
3.5 Live Interaction mode.....	13
3.6 Exploration mode.....	15
4. Further information.....	18

1. Introduction

1.1 Project Scope

The IVY Project has addressed the needs of trainee interpreters and users of interpreting services in different educational contexts (including higher education, vocational training and adult learning contexts). The project has used 3D virtual environment technology to create an innovative virtual educational space that supports the acquisition and application of skills required in interpreter-mediated communication. In this handbook, this educational space is referred to as the IVY Virtual Environment (IVY-VE), which comprises:

- A dedicated 3D virtual environment for:
 - a) interpreting students;
 - b) interpreters' clients
- A range of virtual interpreting scenarios (e.g. business meetings, presentations, sales pitches, interviews, guided tours, training seminars) that share a range of virtual locations (e.g. meeting room, presentation area, outdoor area, seminar room) and that can be run in different working modes:
 - a) Interpreting mode and Learning Activity mode, where trainee interpreters can use the prepared content and learning activities to practise interpreting skills and real-time interpreting;
 - b) Exploration mode, where (potential) clients of interpreting services can learn about interpreters and their practice;
 - c) Live Interaction mode, where participants can meet and engage in interpreting role-plays.
- Multilingual audiovisual content for interpreting practice, i.e.
 - a) Sets of short monolingual monologues in EN, DE, FR, PL, GR, EL and RU;
 - b) Sets of bilingual dialogues combining EN, DE, FR, PL, GR, EL, RU, IT and ZH).
- Two sets of pedagogical material for:
 - a) interpreting students, e.g. preparatory, skills-based and reflective exercises;
 - b) 'clients', e.g. awareness-raising exercises.

The dialogues and monologues are presented as audio content. In interpreting practice mode, the audio content is projected onto robots or non-player characters (NPCs), which play the parts of the interlocutors, i.e. appear to be speaking. They are controlled by the environment. The user/interpreter is present in the scene with his or her avatar. In the Live mode the avatars of interpreting students, tutors and observers/visitors can meet for role play simulations without the need to have NPC avatars.

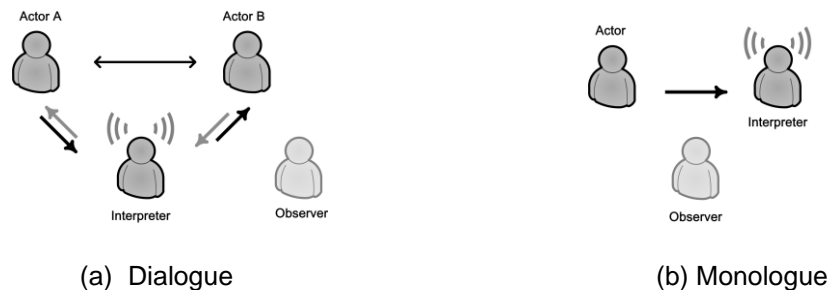


Fig.1 Communicative situations supported in IVY-VE

1.2 Purpose and intended audience

This document describes the functionality of the IVY (Interpreting in Virtual Reality) Virtual Environment from the user's perspective. In other words, it describes the basics of the IVY Second Life environment, how the environment works and how you can use it. It therefore addresses users of the IVY environment, namely:

- Interpreting students;
- Clients of interpreting services in higher education, vocational training or adult learning contexts
- Trainers of interpreting students (see Part II of this Handbook).

1.3 Structure

Following this introduction (Section 1), Section 2 outlines the prerequisites for understanding this handbook, Section 3 explains how to access the IVY island and Section 4 shows you how to work in the IVY environment.

2. Accessing the IVY island

2.1 Second Life: First Steps & Requirements

This guide assumes the following:

- You are familiar with Second Life. If not visit [here](#).
- You are familiar with the term Avatar. If not visit [here](#).
- You have a Second Life account and consequently an avatar. If you do not have either an account or an avatar, you can create one [here](#).
- You have downloaded and installed the latest viewer. You can find it [here](#).
- You are familiar with basic functionality in Second Life. You can find help with basic movement controls [here](#).

Information on all of the above aspects can be obtained from the Second Life [Quick Start](#) guide.

2.2 Accessing the IVY island

- **You have provided your avatar's name to the administrators/tutors.** This will be the avatar that will be granted permissions to visit the IVY island.
- After informing your tutors **you should receive a teleportation offer from their avatars.**
- You will also receive IVY log-in and password to access the IVY working modes.

2.3 Arriving in the IVY environment

Accept the teleportation offer and teleport to the island. It is recommended that you bookmark the location so you can access it easily. Further information about teleporting and landmarks can be found [here](#).

When you teleport to the IVY island, you will arrive in the IVY Reception:



3. IVY Environment – User Operation Instructions

This section shows you how to collect the IVY Heads-Up Display (HUD) which gives access to the three IVY working modes (Interpreting, Live Interaction and Exploration), before showing you how to use each of these working modes.

3.1 Collect the Heads-Up Display

What is the Heads-Up Display?

The Heads-Up Display is a menu-driven system which is used to access the working modes of the IVY environment, the language combinations, and the virtual interpreting scenarios and locations. These three modes are:

- Interpreting mode (with access to the learning activities)
- Exploration mode
- Live Interaction mode

The Interpreting mode contains monolingual and bilingual audio content, i.e. monologues and dialogues that can be used by trainee interpreters to practise interpreting. It also gives access to learning activities that can be used with the monologues and dialogues found in this mode. The activities are separated into exercises for preparing and reflecting on an interpreting assignment and exercises for improving interpreting skills.

The Exploration mode contains information about interpreting and working with an interpreter. It is primarily designed to be used by clients of interpreting services, i.e. people who may need to work with an interpreter in the course of their professional practice, or those training in these professions, to learn what interpreters do and how to work successfully in interpreter-mediated communication. It may also be of interest to interpreting students who are at the very beginning of their training or for refreshing their knowledge.

The Live Interaction mode is designed to be used by both interpreting students and clients of interpreting services. In this mode, users can meet in real-time, collaborate and learn together about interpreted communication.

How do I pick up the HUD?

When you first arrive in the IVY environment, you will need to 'pick up' the HUD. This simply means giving yourself access to a display which will appear on your screen every time you log in to the IVY environment.

To pick up the HUD, you need to left click on the white box on the IVY Reception desk (see image, right). A small window will appear in the top right corner of your screen. This window will offer you the choice of keeping or discarding the box. Select "Keep".





Next select “Me” on your toolbar (top left corner) and select “Inventory” (alternatively press ctrl + i). In your inventory you will see a folder called “IVY HUD – Advanced MK2”. Open this folder and right click on the red box labelled “HUD_Advanced_MK2” and select “Attach to HUD -> Bottom Left”. You will then see the view shown below:

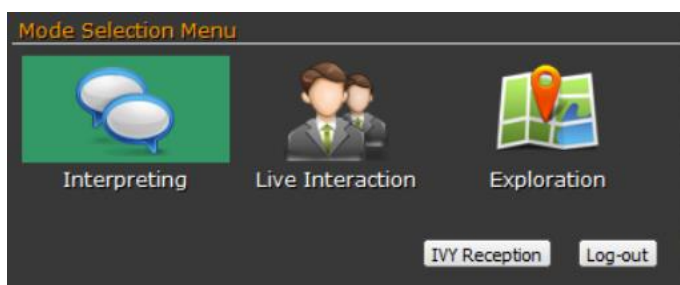


Use the IVY credentials (not your SL account) you were given by your administrator to log in:



3.2 Mode Selection Menu

Once you have logged in, you will see the Mode Selection Menu on the HUD. You will notice there are icons for all modes, a button to teleport you to the IVY reception, and a log-out button. This is the only HUD view that has the “IVY Reception” teleport button.



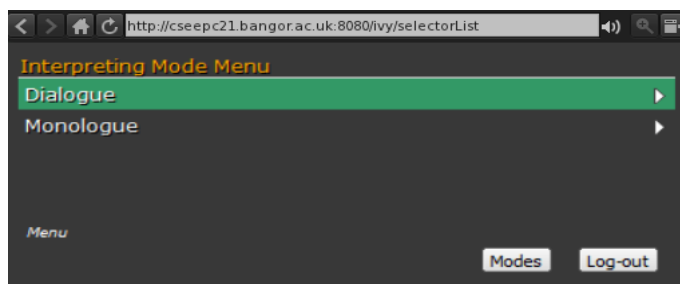
This Handbook describes each of these modes, starting with the Interpreting mode.

3.3 Interpreting mode

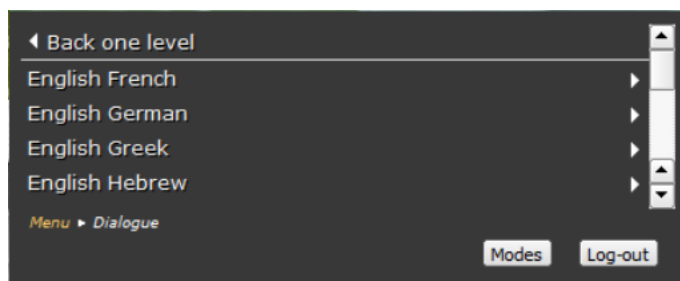
Click on the “Interpreting” mode icon on the HUD.

The Interpreting mode provides access to monologues and bilingual dialogues for interpreting practice. You first select whether you want to practise with a monologue (e.g. for interpreting practice into one language) or with a dialogue (for two-way consecutive interpreting practice). Note that all of the monologues and dialogues are designed for short consecutive interpreting.

Notice a breadcrumb appears (starting with “Menu”) at the bottom of the HUD to show the selections you have made.

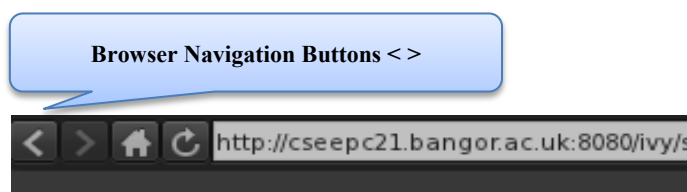


If you select a monologue, you can then select the source language you want to work with. If you select a dialogue, you can select the language combination you want to work with. Notice that the list expands and a scrollbar at the side allows you to see options further in the list.



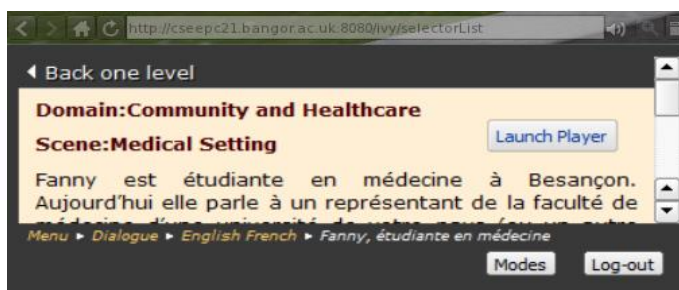
You can then select a dialogue or monologue from its title and see further details. Notice how the breadcrumb displays your choices. You can use the yellow links on the bread-crumbs to navigate back or use the top link “Back one level” to return to previous views.

You will also find there are arrows like these < > on the toolbar above the HUD. These will take you back to mode selection so should be avoided.





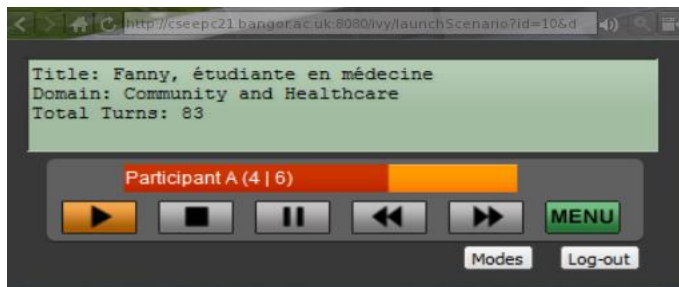
Upon selecting a specific title you will see a view like the one below, displaying information about this particular dialogue or monologue. Information includes the domain, the scene where the dialogue or monologue takes place (e.g. “Medical Setting”), and a brief which describes the interpreting assignment. You may need to scroll down to read all of the brief. Pressing “Launch Player” will change the view to the player and the teleport window will pop up.



The view on the right shows the player and the teleport window. Pressing “Teleport” will teleport you to the location where the dialogue or monologue takes place.



The player gives you an audio player interface for controlling the dialogue or monologue. The player displays the title of your chosen monologue or dialogue, the domain, and a total turn count, i.e. the total number of turns in that monologue/dialogue. When you press the play button, a progress bar shows how long the turn is.



The player has the following buttons which can be used to control the audio:



Plays the current audio track/turn



Takes you back to the start of this particular turn



Pauses playback of the current turn. Pressing play continues.



Jumps to the next turn



Jumps to the previous turn. This is fully recursive so at turn 1 it will take you back to the final turn of the dialogue/monologue.

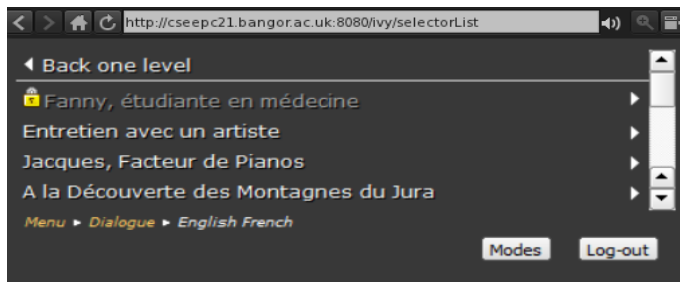


Returns you to the Interpreting mode menu.

You can repeat each turn as often as you like. However, you need to consider the use of this function in the light of what you would like to practise. We recommend that you consult the IVY Guidelines and Best Practice (available from the IVY website) to get pedagogical advice on how to practise interpreting in the IVY environment.

When you have finished the dialogue or monologue, you can return to the menu by pressing the Menu button.

Whenever you practise, there is chance that at any given point other users are using the Interpreting mode in the same language(s) as you and have already made a dialogue or monologue selection. If another user has selected a monologue or dialogue that takes place in the same location as the one that you wish to select, you will see that the title of the monologue/dialogue has been greyed-out and there is a padlock icon in front of the title, as shown below. The location will be unavailable until the other user has logged out or changed location.



You can nonetheless inspect those dialogues/monologues to see if you want to play them in the future by selecting them normally. You will not, however, be able to launch the player, as shown below:



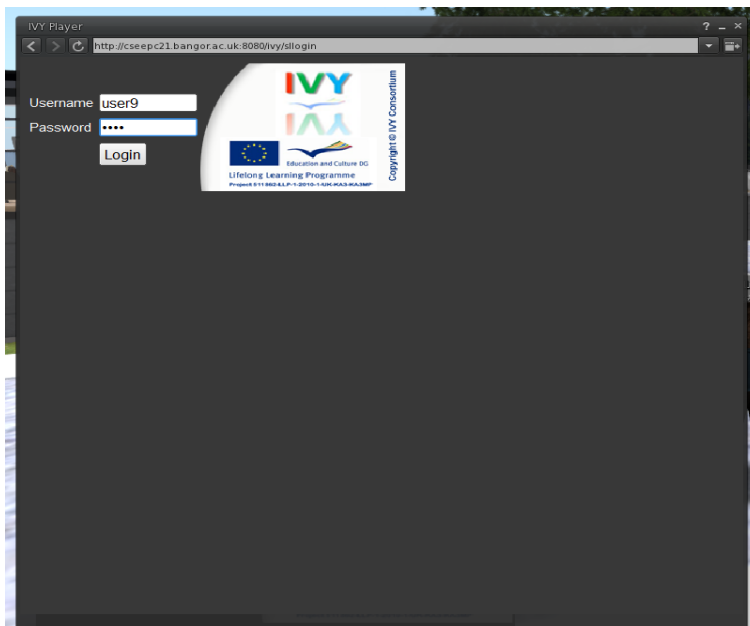
When you have finished working with a monologue or dialogue it is recommended that you log out to make the location and material to other users.

3.4 Learning activities

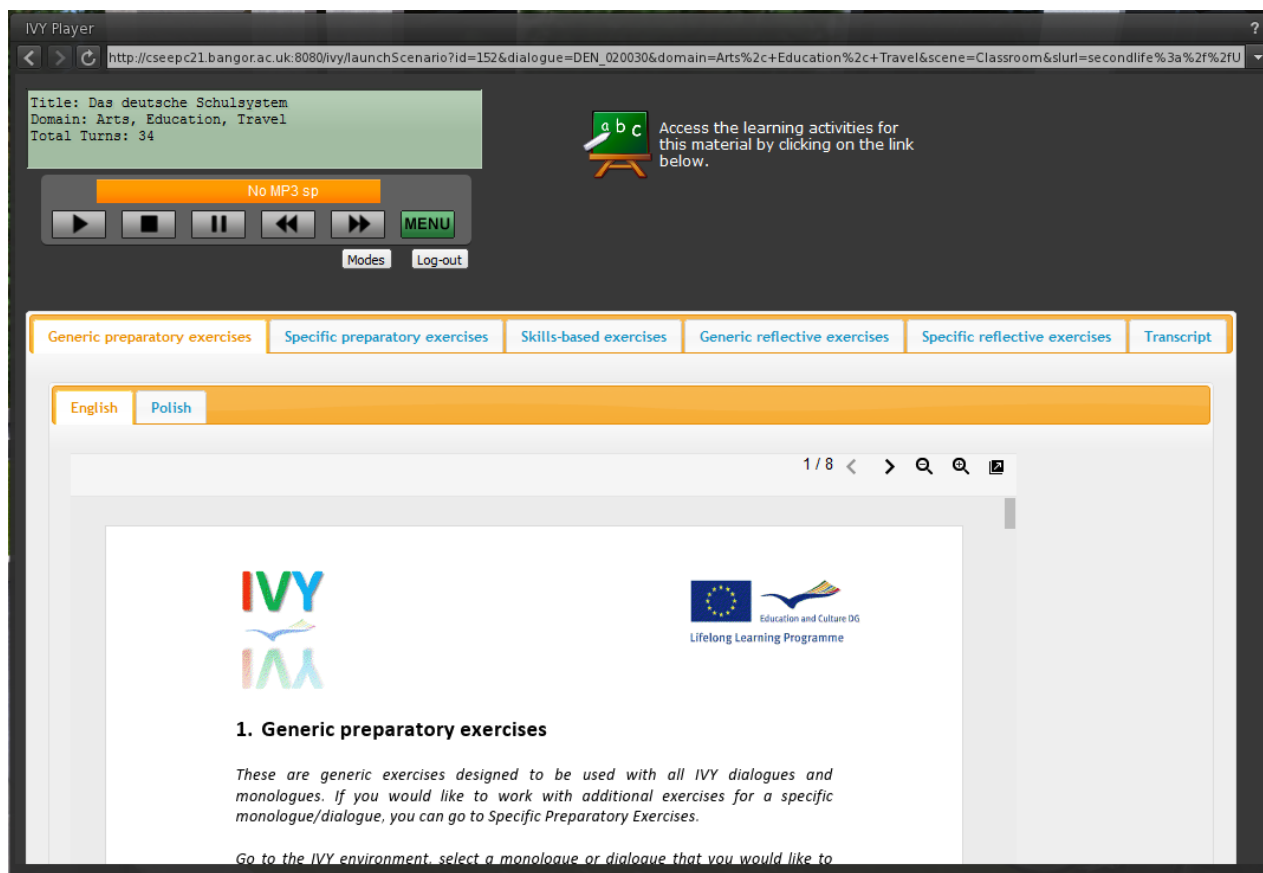
Learning activities to accompany and support interpreting practice can also be accessed via the Interpreting mode. To do this, you will need to access the HUD in browser mode. To access the HUD in browser mode, first make sure you are logged out of the HUD. Then press the “Open in Browser” button on the right-hand side of the HUD address bar as shown below.



The HUD will open in a browser view as shown in the next figure.



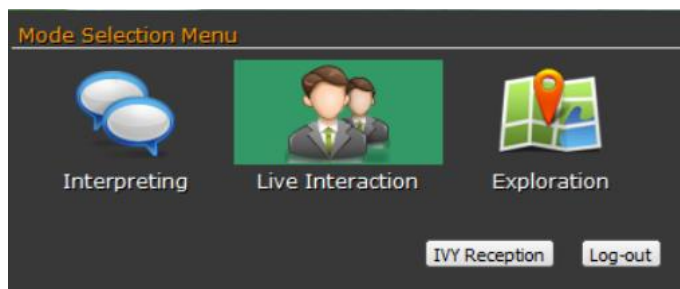
If you are already logged in, the current view will appear. The HUD can be operated in the same way as described above. When you select a monologue or dialogue, however, you will also have access to the learning activities in the player view, as shown below:



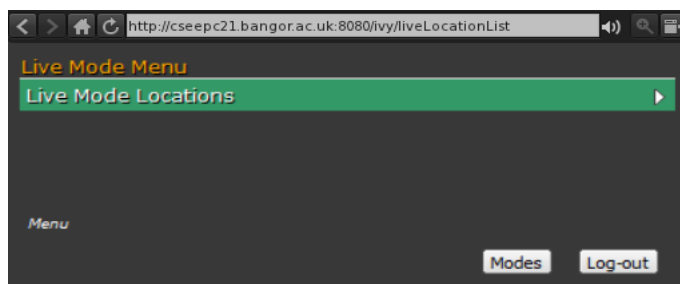
The bottom of the player display tabs which contain learning activities in a Google viewer. You can zoom in and out and expand the documents in a separate browser window. Not all documents are available for every dialogue or monologue in every language or language combination, but there will always be generic preparatory, skills-based and generic reflective learning activities in English which can be used with any of the IVY dialogues and monologues.

3.5 Live Interaction mode

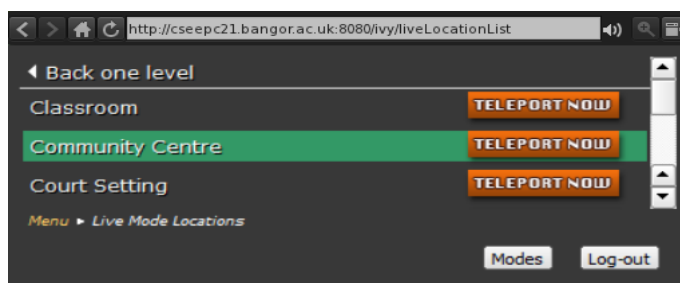
In this you can teleport to the virtual locations of the IVY island, invite other members of the IVY group to join you and work together. To access the Live Interaction mode locations, return to the Mode Selection Menu and select Live Interaction mode.



Once you select the Live Interaction mode you will see the view below. Access the locations by selecting “Live Mode Locations” option:



A series of teleport buttons to those locations are available. The breadcrumb showing the selections is displayed at the bottom of the HUD. Once you select a location, the SL teleport window will pop up and you can teleport to the selected location.

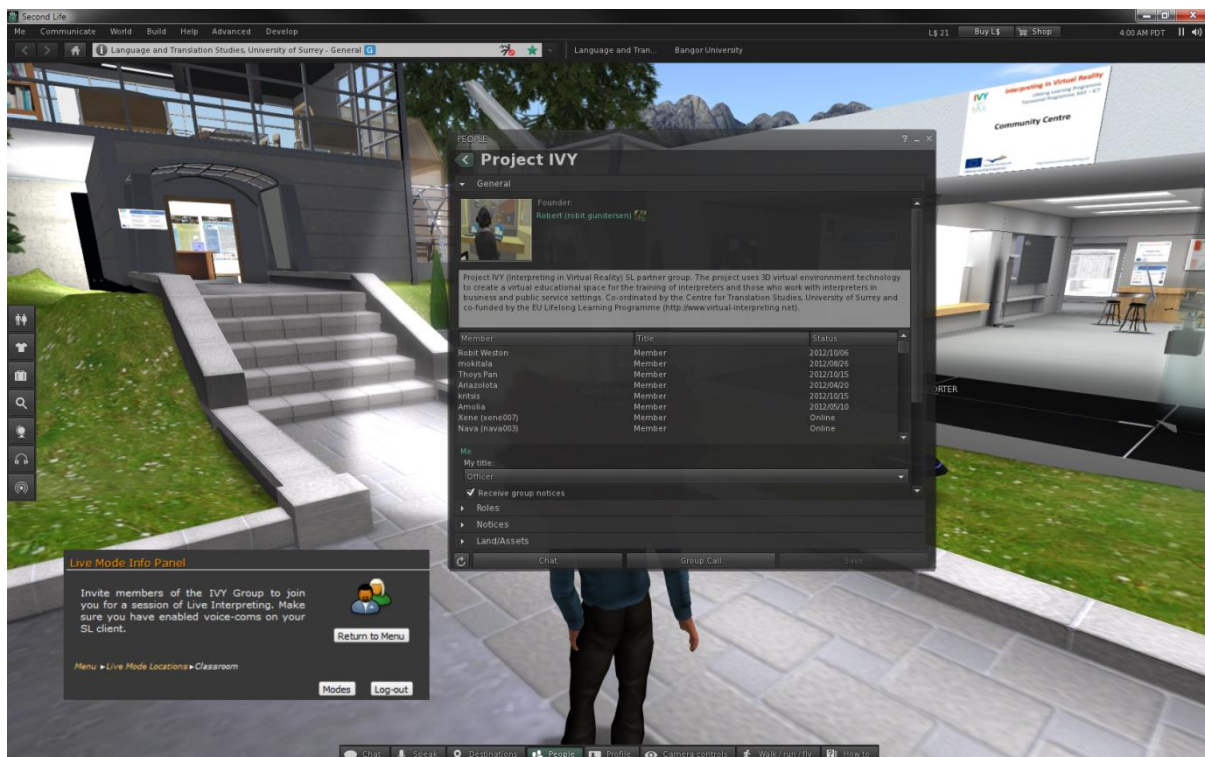




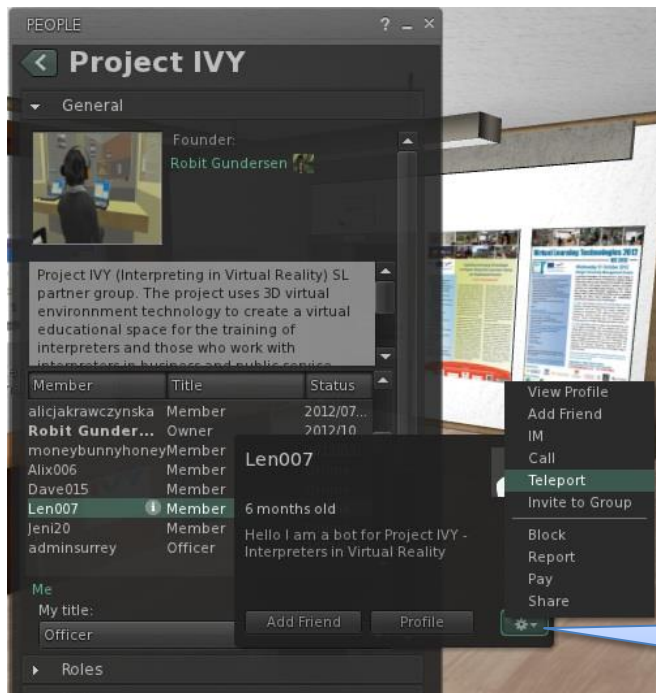
In this view you can also access the IVY Group interface in SL by double clicking on the icon:



The IVY Group window will pop up. You can use this to offer teleports to other members of the IVY group to your location by finding the name of the member on the list and clicking on the (i) icon next to their name.



A window will then appear and you should click on the cog in the bottom right corner and select "Teleport".



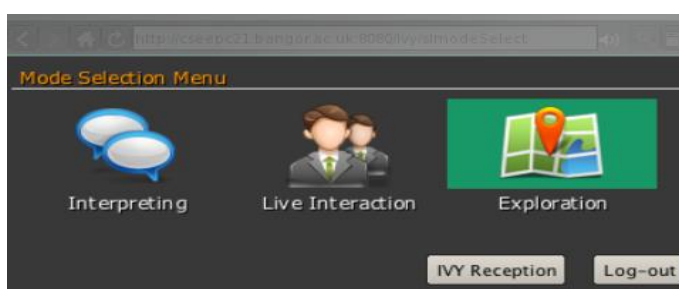
'Cog' icon for accessing options shown in menu

You can use the relevant buttons to return to the Live Mode Locations menu or the Mode Selection Menu or to log off.

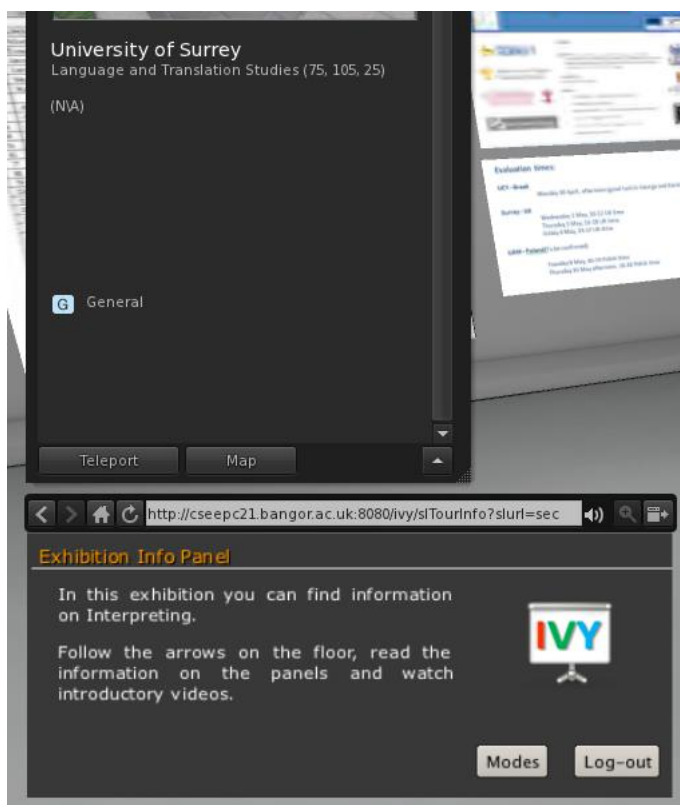
3.6 Exploration mode

The Exploration mode provides information about interpreting as a profession and about working with an interpreter.

To access the Exploration mode, choose Exploration mode from the Mode Selection Menu.



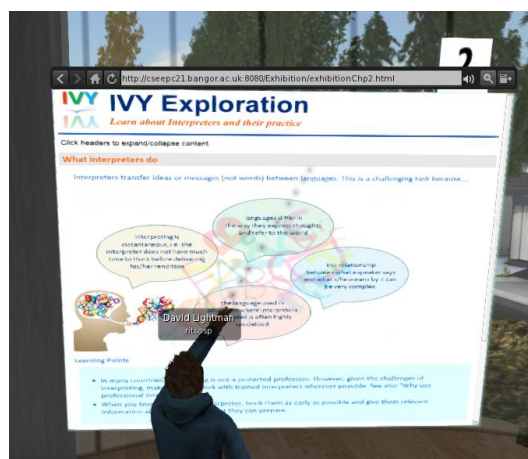
Once you have selected the Exploration mode, the SL teleport window, shown below, will pop up and you can teleport to the Exhibition Hall.



You can walk around the Exhibition hall to look at the different information displays. There are two exhibitions, one with PowerPoint panels and one with panels with HTML attached (light blue arrows on the floor). You can focus on the HTML panels using the zoom button (+), which appears on the toolbar above the panel when you hover your cursor over the panel (b).

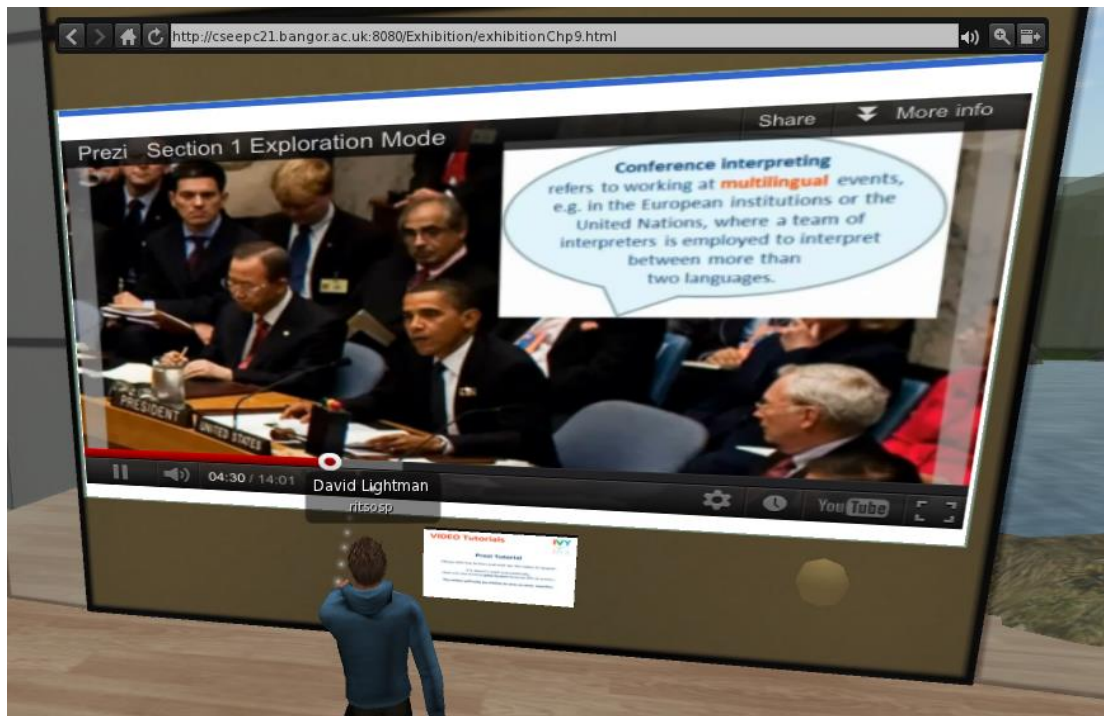


(a) PowerPoint Panels



(b) HTML Panels

Follow the instructions on the panels and look at the information displayed. There is also a YouTube video of a 'Prezi' presentation on the wall in front of the seating space which plays an informative video about interpreting.



4. Further information

Now that you know how to access and work in the IVY modes, you can find ideas and suggestions about how to make best use of the IVY environment in the Guidelines and Best Practice document.

The IVY Guidelines and Best Practice describes how:

- Interpreting students can use the different working modes for practising different interpreting skills
- Clients of interpreting services can access information about interpreting as a profession and learn how to work successfully with interpreters.