Role Play & Interpreting in Virtual Reality

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The EU project EVIVA

Evaluating the Education of Interpreters and their Clients through Virtual Learning Activities

A European LLP (KA 2) project with 5 partners from 4 European countries: Cyprus, Germany, Poland, UK (Jan 2013 – Dec 2014)

Coordinator: University of Surrey (UK)

Forerunner project: “Interpreting in Virtual Reality” (IVY)

www.virtual-interpreting.net

- Business/community interpreter training & self-study in 3 virtual environments
  - the 3D world of SecondLife
  - Google Hangout
  - Backbone online interview corpora
  - Languages: English, German, Greek, Polish, and Spanish

- Evaluation of student and client activities
  - Role play – Practice with recorded dialogues – Practice & explorations with video-recorded and annotated interviews

lin-quest expert meeting, Bad Sulzburg, 10 May 2014
EVIVA role play - interpreting
SecondLife

lin-quest expert meeting, Bad Sulzburg, 10 May 2014
EVIVA role play - interpreting
Google Hangout

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Issues for discussion and exploration

Comparative evaluation: EVIVA/IVY SecondLife and Google Hangout

- **Affordances**
  - role play, communication practice and testing
  - interpreter training and interpreting

- **Psychological attitude**
  - feeling natural and comfortable
  - feeling present in the environment/group

- **Affordances for learning**

  Video recording: Role play in EVIVA/IVY SecondLife

  Video recording: play in Google Hangout

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Issues for discussion and exploration

- **Affordances**
  - role play, communication practice and testing
  - interpreter training and interpreting
EVIVA role play - interpreting
Affordances for role play, com practice and interpreter training

The environment is attractive for communicating with others
The environment is attractive for role plays
The environment is attractive for interpreting practice

SecondLife
Hangout

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Issues for discussion and exploration

- Psychological attitude
  - feeling natural and comfortable
  - feeling present in the environment/group
My interpreting experience felt natural (same as in the real world)
I did feel comfortable interpreting in this environment
I felt a sense of presence (feeling of 'being there') in the environment
Issues for discussion and exploration

- Affordances for learning
I felt the tool had a positive impact on my interpreting performance.

I feel that the tool has helped me to improve my interpreting skills.

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Issues for discussion and exploration

- Developmental perspective
  - familiarization
  - learning to learn
**EVIVA role play - interpreting**

**User Experience (SAP questionnaire)**

![Graph showing user experience metrics for SecondLife and Hangout](image)

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EVIVA role play - interpreting

Learning to learn

Interpreting students

T-stud: OpenSim

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Issues for discussion and exploration

- Implications for “secondary” users
  - teachers and trainers
    (language learning and interpreting)
  - interpreting clients
Thank you