

Disclaimer

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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



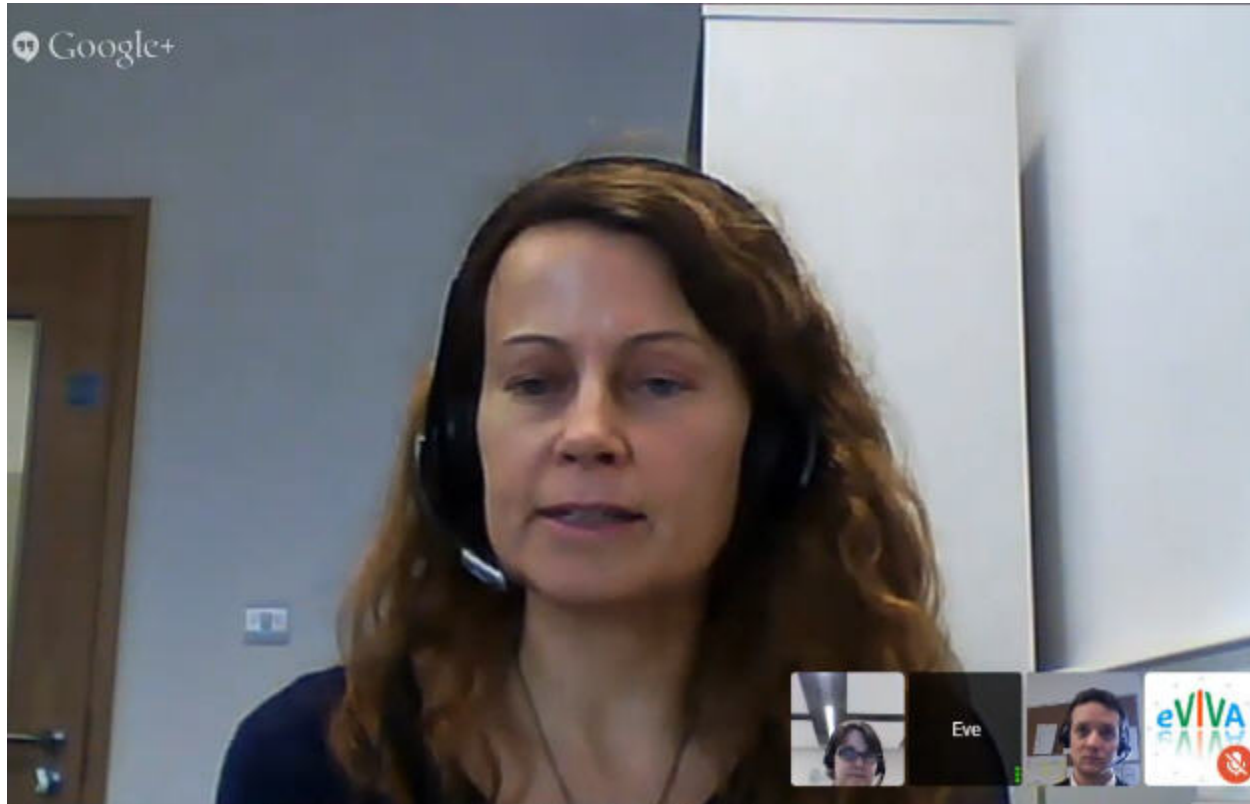
EVIVA role play - interpreting *SecondLife*



lin-quest expert meeting, Bad Sulzburg, 10 May 2014



EVIVA role play - interpreting Google Hangout





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 ➔



Issues for discussion and exploration

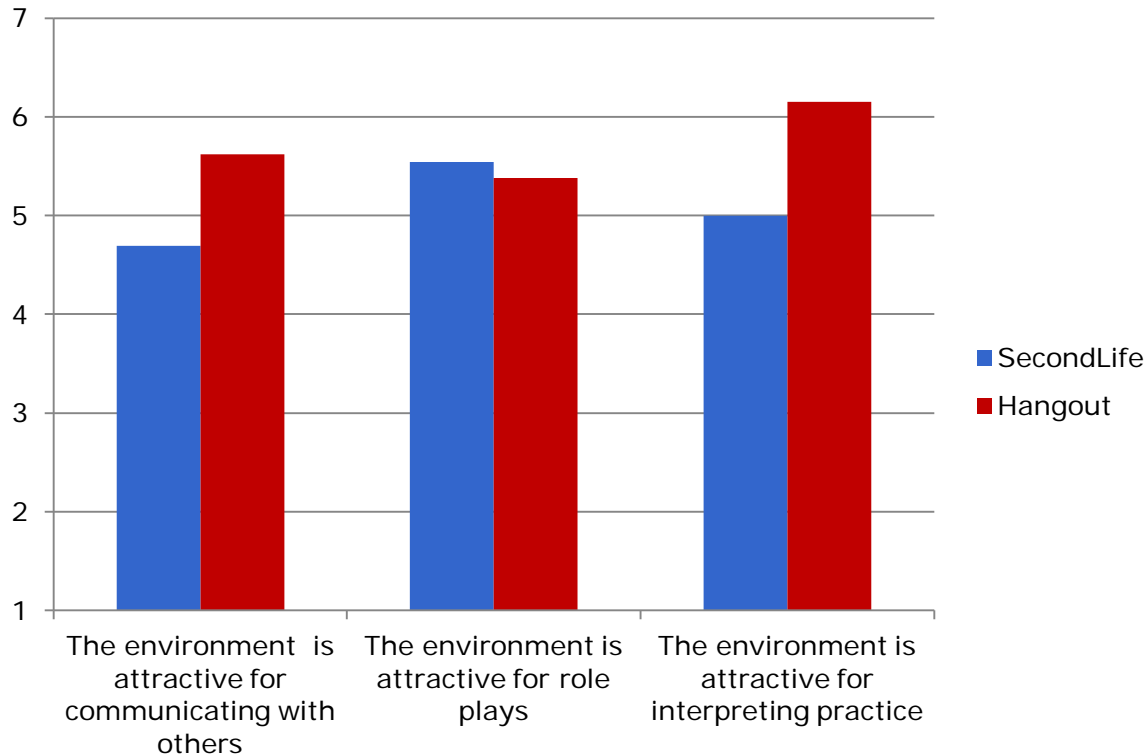
❖ **Affordances**

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



EVIVA role play - interpreting

Affordances for role play, com practice and interpreter training





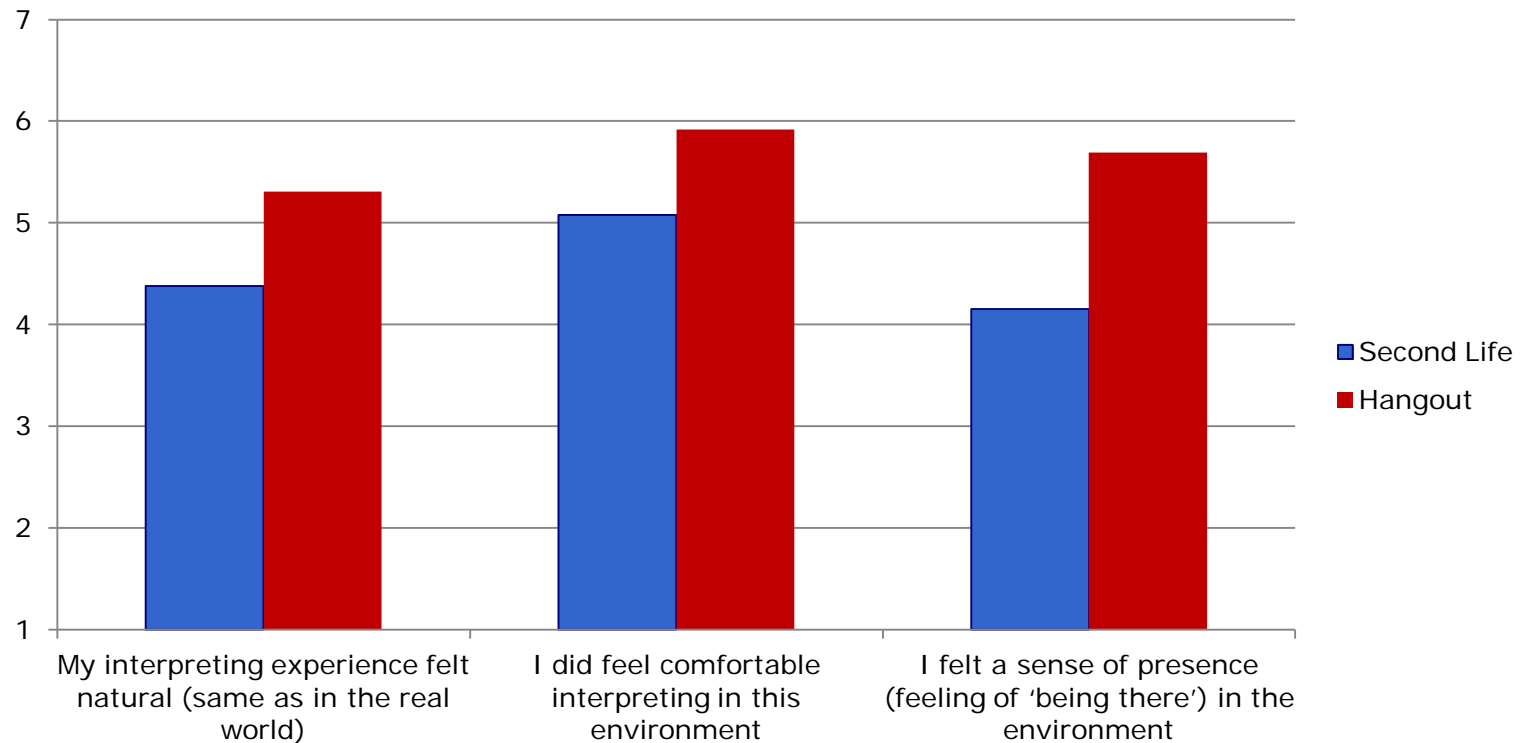
Issues for discussion and exploration

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



EVIVA role play - interpreting

Psychological attitudes





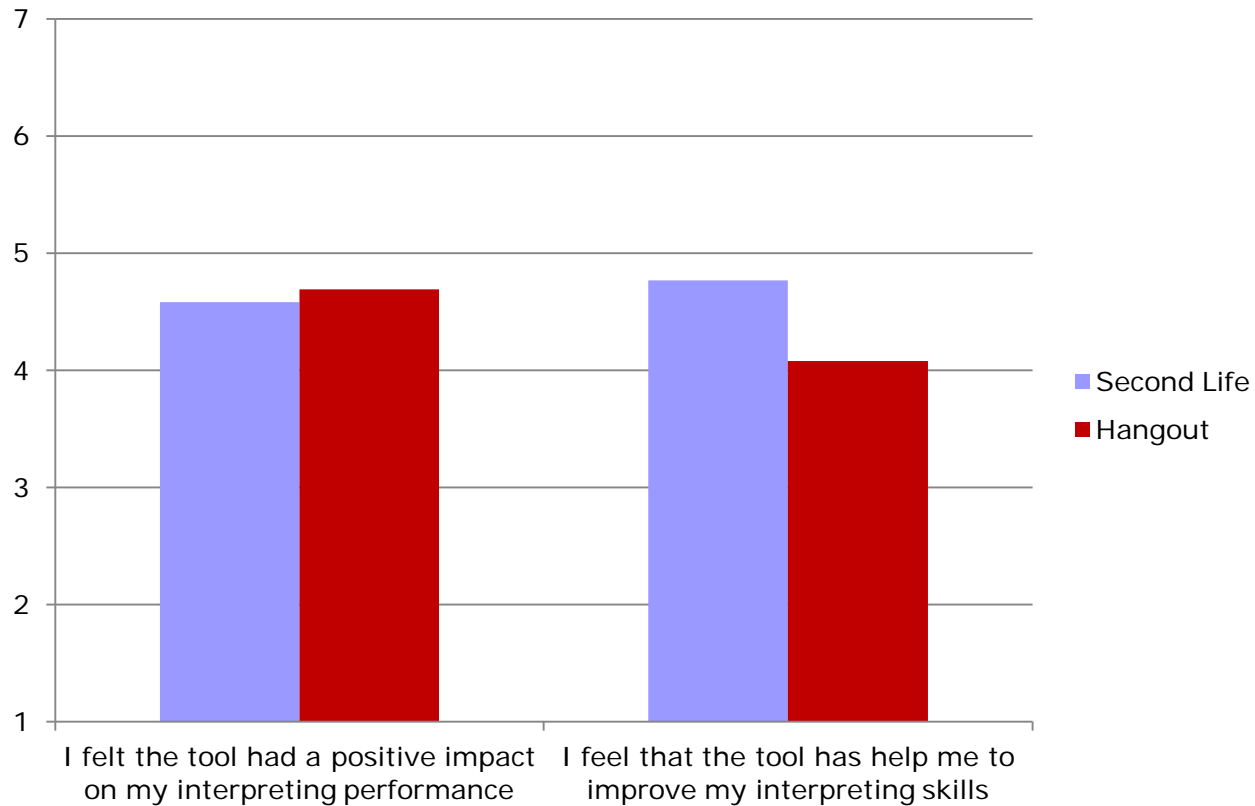
Issues for discussion and exploration

❖ **Affordances for learning**



EVIVA role play - interpreting

Affordances for learning



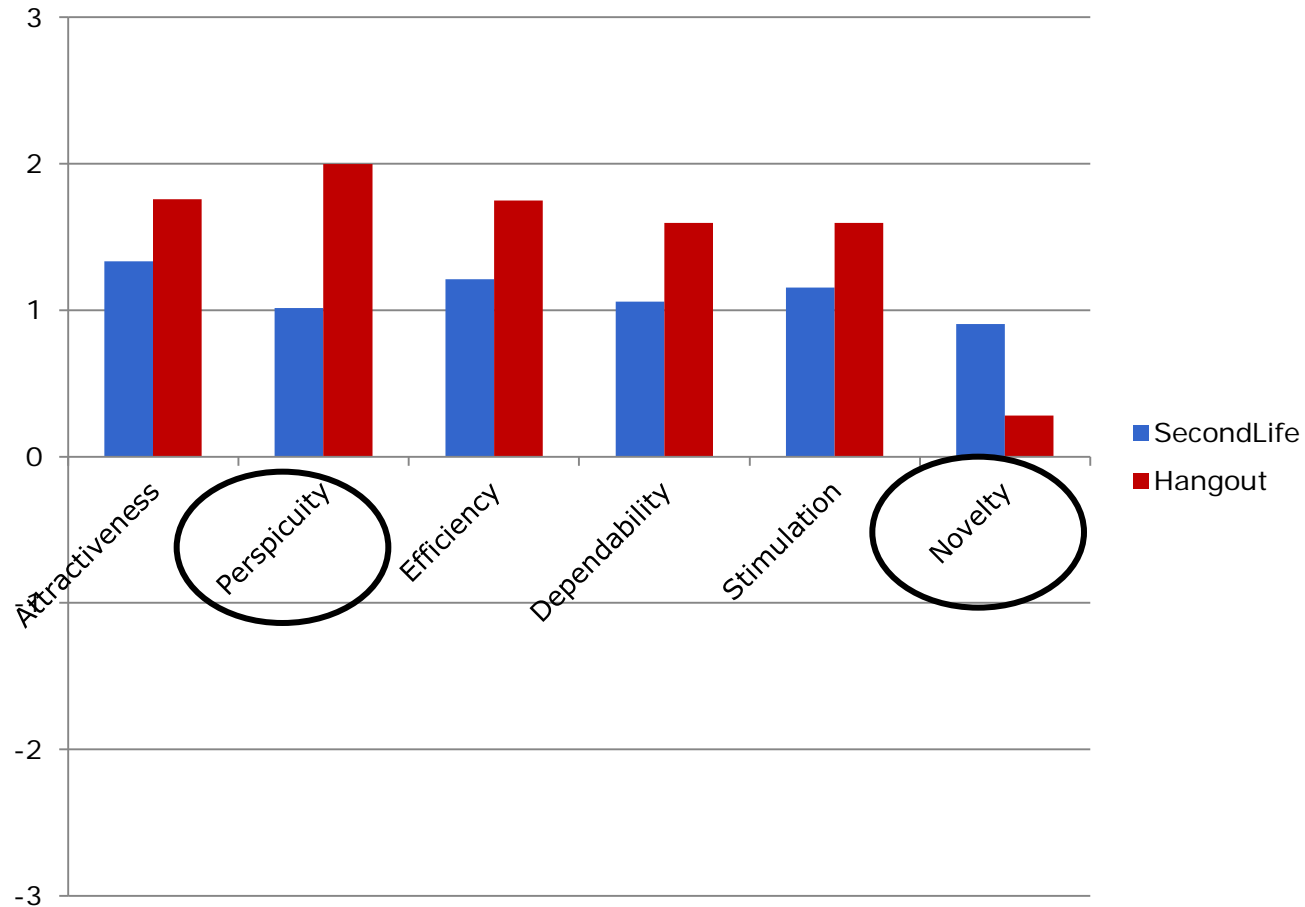


Issues for discussion and exploration

- ❖ **Developmental perspective**
 - familiarization
 - learning to learn



EVIVA role play - interpreting *User Experience (SAP questionnaire)*

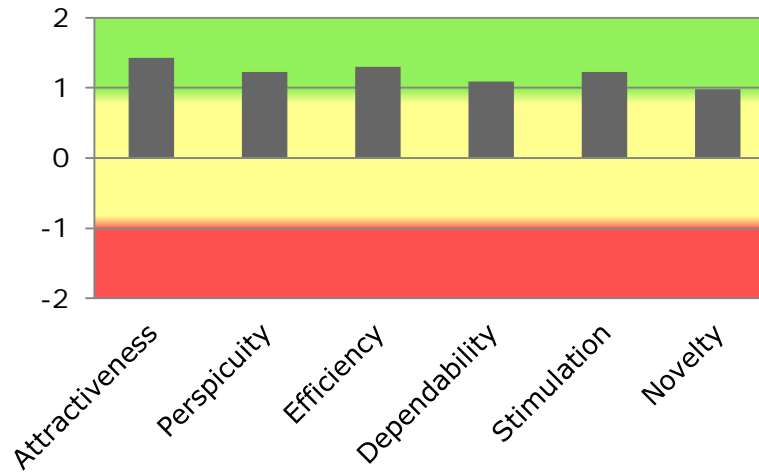




EVIVA role play - interpreting

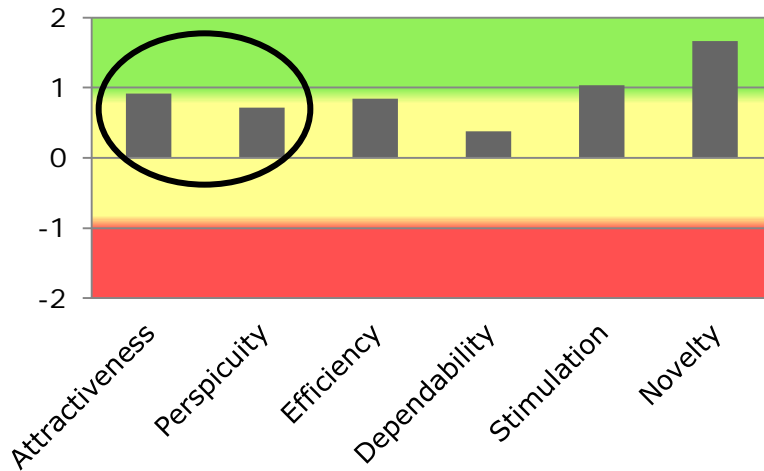
Learning to learn

Interpreting
students

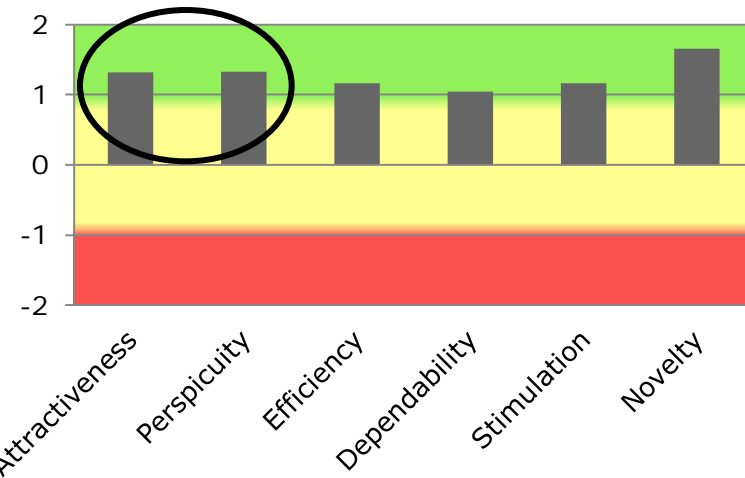


T-stud: OpenSim

Time
A



Time
B





Issues for discussion and exploration

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



References

Laugwitz, B., Held, Th. and Schrepp, M. (2008). Construction and evaluation of a user experience questionnaire. In Holzinger, A. (ed.) (2008). *HCI and Usability for Education and Work*. Berlin, Heidelberg: Springer-Verlag, 63-76.



Thank you