

Table of Contents

Table of Contents	1
Introduction	3
Contact Information:	3
Before you Begin	5
Running a WebCALIS Script	7
WebCALIS Windows and the Roles They Play	7
Interactive (Question) Window.....	8
Answer Box	8
Feedback Box.....	8
Menu Items	8
Other Elements of WebCALIS	9
Languages in WebCALIS	9
Authoring for WebCALIS	10
The Basic Idea.....	10
Features Available.....	10
Delivering your Script.....	10
Maintaining WebCALIS on Your Own Server	10
Staying Up-to-Date	10
Appendix A: CALIScript Available for WebCALIS	11
Statements.....	11
Wild Cards	11
Other Response Line Symbols	11
Special Responses	11
Commands	12
Options.....	12
Appendix B: WebCALIS Version Time Line	12

WebCALIS is the Computer-Assisted Language Instruction System delivered over the Internet as a Java applet. It may be found at the Duke University Humanities Computing Facility web site, <http://www.lang.duke.edu>. This guide will explain the procedures for accessing and running a WebCALIS lesson, how to prepare and present a WebCALIS lesson, and other details about the system. The guide is available in print and HTML formats.

This WebCALIS guide comprises the following sections:

- Introduction
- Before you Begin

- Running a WebCALIS script
- Languages in WebCALIS
- Authoring for WebCALIS
- Staying Up-to-Date
- Appendices

Introduction

Welcome to WebCALIS!

This guide will assume that you have a familiarity with the Internet and web browsers, the operating system that you are working with, are comfortable with the general premise of computer-assisted language learning, and perhaps have even experienced DOS CALIS or WinCALIS on the Windows platform.

The mission of WebCALIS is to provide a medium for language teachers to deliver language exercises for any language of the world. They may deliver them in any language of the world, use any combination of text, graphics, audio, or video, and customize their own task types and feedbacks. WebCALIS also aims to provide language students with an easily accessible and user-friendly medium for running pedagogically sound, interactive language exercises.

Contact Information:

Humanities Computing Facility
Duke University
319 North Bldg.
Box 90269
Durham, NC 27708-0269

Phone: (919) 660-3190
Fax: (919) 660-3191
hcf@duke.edu
<http://www.lang.duke.edu>

Before you Begin

Due to the constantly-changing worlds of Java, Internet browsers, operating systems, and WebCALIS itself, it is imperative that you confirm a certain set of criteria before you begin. Currently, the system requirements for running Java WebCALIS are as follows:

- Connection to the Internet (modem, ISDN, or direct connection)
- Web browser that supports Java JDK 1.1. Currently, these include:
 - Microsoft Internet Explorer 4.0
 - Netscape Navigator 4.03 and above (with Java patch)
 - Sun's HotJava

Platform Notes	PC	Macintosh	Unix

One must also be aware that there are multiple versions of WebCALIS, and consider which is the most appropriate for which environment.

You are encouraged to run the most recent version of WebCALIS that your system requirements allow; this will enable you to take advantage of the newer features. If you are unable to run the latest version because of system requirements, then we make alternate versions available. The various choices and their distinctive qualities will be listed on our web site. Keep in mind that you may be a candidate to run the stand-alone version of WebCALIS.

Java requires that you have a file called "SWINGALL.JAR", to employ the features of the SwingSet. You may choose to launch the version of WebCALIS that downloads and installs this for you (suggested if you running WebCALIS for the first time, or running it only once or twice), or you may wish to download and install the file yourself (efficient when running WebCALIS multiple times).

The SWINGALL.JAR file belongs here: XXX. You must also update your configuration files thusly:

Add the following lines to the XX file:

XX
XX

The indication that you are capable of launching the applet is the appearance of the Start button within the WebCALIS HTML page. Click it to Start the applet.

Running a WebCALIS Script

After clicking the Start button, then you are ready to run a WebCALIS script. The structure and flow of a WebCALIS script will look familiar to those who know CALIS or WinCALIS. The circular progression of tasks, the windows, the task types, and the feedbacks are parallel to CALIS.

WebCALIS Windows and the Roles They Play

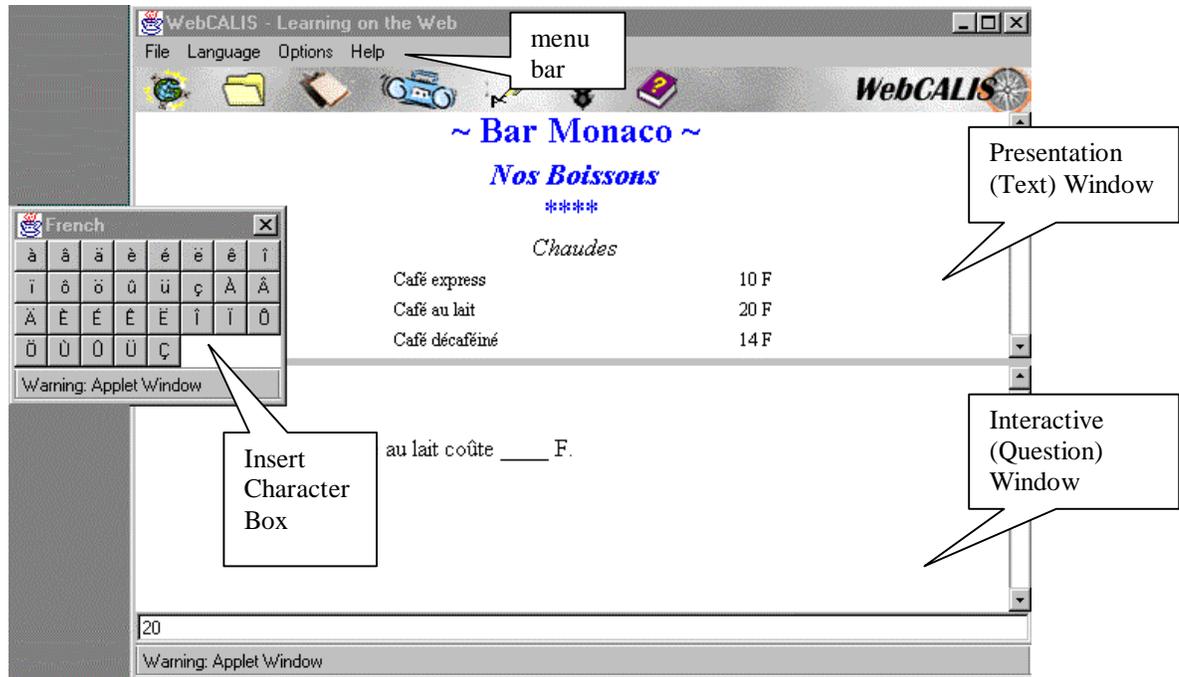


Figure 1: WebCALIS Elements

Script Preview Window:

While in the File Open area, you may select a script by clicking once on its name and path. If one exists, you will see a preview or, description of that script. The Script Preview Window may include text and graphics.

Directions Window:

Usually appearing at the outset of a script, this window will pop up once you launch a script (it may also pop up at other points in the script). The author may include information about how to complete the script, or give you additional information on the topics presented. The current set of Directions may be brought up at any time during the course of the script by clicking on the menu item Options, and then selecting Directions.

Presentation (Text) Window

By default, the Presentation (Text) Window is the top area of the WebCALIS screen. It may contain text (any language of the world), graphics, audio, or video.

In some scripts, you may be invited to click on a certain part of that window (via “hot text” or graphic “hotspot” feature). You may need to scroll down to see the entire contents of the window.

Interactive (Question) Window

This window, which appears in the lower area of the WebCALIS screen, is usually where the task is posed to the student user. This may be in the form of a multiple choice, or short answer, or another style task. You may need to scroll down to see the entire contents of the window.

Answer Box

Located at the bottom of the WebCALIS screen (under the Interactive Window) is the Answer Box. This is where typewritten input is to be directed (for those tasks that require it). Enter your response in the box, and then press Enter to submit it to WebCALIS for evaluation. The contents of the Answer Box remains from task to task, so you may need to highlight and overwrite for each subsequent task, or you may be able to ‘recycle’ your response. For some languages or systems, you may wish to input certain characters into the Answer Box by using the Insert Character option.

Feedback Box

When you send input to WebCALIS (respond to a task with text or click on a hot region), it will respond with feedback, which appears in the feedback window. Currently, these windows will be labeled to indicate whether your response was “Correct” (and you can continue on) or “Incorrect” (and you will be presented with the task again). The author may include very specific feedback for certain responses (correct or otherwise). Acknowledge the feedback by clicking on the OK button bar.

Open Internet File:

Selecting File|Open Internet File brings up a screen that poses several options.

Menu Items

File

File|Open Local File...(unavailable as of June, 1998)

File|Open Internet File...

File|Exit

Language

Language|Show/Hide Insert Character Box

Language|French...

Options

Options|Directions Ctrl+U

Options|Give Up

Options|Play Last Sound

Help

Help|About WinCALIS

Help|About WebCALIS

Other Elements of WebCALIS

The Insert Character Box (or: Type Accented Characters)

Scrollbars

Languages in WebCALIS

Because there is one version of WebCALIS that is designed to run satisfactorily on many different platforms and operating systems, language input, fonts, and coding is an especially delicate topic. Determining how to input responses for exercises in some languages is not so challenging: entering answers for an English lesson can probably be done completely and only with the characters as shown on your keyboard (ANSI). However, when you get into the ASCII character set, and further into the Unicode standard, then you must consider several factors. To handle this variation in language input methods and in platforms and systems, WebCALIS allows a number of ways to input, and continues to improve these ways.

All of the platforms and systems that have been tested accept direct keyboard input of ANSI characters (a, b, c...).

All of the platforms and systems that have been tested accept input through the WebCALIS "Insert Character" feature. To use this method: type along for as long as you can using straight keyboard input. When you come to an accented character, then click on Language and either choose the top item, Insert Character Box, or select a certain language to narrow down the array of characters in the box that appears. Click once on a character to insert it in the Answer Box. This box may be resized by clicking and dragging on the lower right corner. To remove the box, click on Language and select Hide Insert Character Box. The exercise called Introduction_to_WebCALIS.CAL is a good one to use for practicing this method of input.

So, what to do about OTHER languages?, some of you are asking. Some languages are provided with a method of character insertion like the method described above. There is a selection of hiragana characters in the Japanese option under Language.

And, as browsers and operating systems become more savvy and accommodating to languages other than English and scripts other than Latin1, then WebCALIS will be able to take advantage and pass these new technologies on to you and the students who run the exercises. Note, for example, that Windows NT version 5.0 is an operating system that is structured on the Unicode encoding standard.

More later.

Authoring for WebCALIS

The Basic Idea

WebCALIS is a tool that allows language teachers to deliver interactive, multilingual, and multimedia-rich exercises to students over the Internet. WebCALIS is able to interpret and run *.CAL files that were generated by WinCALIS Author (Windows program). One could also create or modify *.CAL files from 'scratch', in a plain text editor.

The CALIScript language is a series of symbols, commands, options, and special responses that work together to make up an interactive language exercise.

Here is a sample script in the CALIScript language (this script, called XX, is available on the HCF WebCALIS web site):

Features Available

Because WebCALIS undergoes constant development, new features continue to be added. While WebCALIS still has quite a ways to go to catch up to its big sibling WinCALIS in terms of language and feature availability, there are many features which only WebCALIS offers, for example: support of the HTTP web page tutorial pop-up window.

WebCALIS is designed to read and interpret the CALIScript language, and handles many of the commands, options, and special responses. WebCALIS ignores the CALIScript that it does not understand.

See Appendix A, CALIScript features available for WebCALIS, in this document, and check our web site to see any list updates.

Delivering your Script

Maintaining WebCALIS on Your Own Server

Staying Up-to-Date

Appendix A: CALIScript Available for WebCALIS

WebCALIS is cleverly able to interpret many CALIScript language commands, options, special responses. It is also cleverly able to ignore those that it is unable to interpret. A list of those items that it understands (ever-expanding):

Statements

@	Default
#	Task label
C	Comment (Lesson Description)
!	Directions
/	Text
?	Question
+	Correct/Continue anticipated response
-	Incorrect/Remain Here anticipated response
=	Neutral Re-execute response
\$	Neutral No Re-execute response
&	Spillover
	#0
	#end

Wild Cards

^	Matches any single character
[]	Matches any one of the enclosed characters
[n1-n9]	Matches any one of the enclosed characters in Unicode sequence n1 .. n9
*	Matches any sequence of characters within word
&	Matches any sequence of characters, including blanks and null character
	Matches alternatives separated by vertical bar
{ }	Matches any one of enclosed possibilities (separated by vertical bars)

Other Response Line Symbols

;	Separates anticipated student response from corresponding feedback. Used in Correct/Continue (+) Incorrect/Remain Here (-) and neutral (=,\$) response statements.
\	Allows literal use of wild card characters within student response.

Special Responses

<BUTTON name [CLICKED|CHECKED|UNCHECKED]

<ENTER> Accepts pressing the [Enter] key (with no other characters typed) as a student response. May be used in a Correct/Continue answer (+) or anticipated Incorrect/Remain Here response (-), and may be followed by a separator (;) and appropriate feedback.

<GIVEUP> Defines action by WebCALIS if student ends task with the Giveup key ([F6]). Must be used in an anticipated Incorrect/Remain Here (-) statement, and should be followed by a separator (;) and appropriate feedback.

<HOTSPOT name [0,0,100,100]> Defines action by WebCALIS if student clicks on hot areas of a graphic. By default 100%, restricted to a smaller area by parameters.

Commands

<ADD: one, two, ..> Add tasks one, two, .. to secondary task list

<ADD: 1—5.6> Add tasks 1 through 5.6 (physical order) to secondary task list

Global Variables

Options

<ACCENT> Requires correct placement of accents

<NOACCENT> Ignore accents and diacritical marks in student responses

Appendix B: WebCALIS Version Time Line

Version	Release Date	Significant Features
1.16		•
		•
1.29	May 1998	<ul style="list-style-type: none"> • Includes support for CALIScript wildcards • JDK 1.1 internationalization with Unicode UCS-2, including the full Unicode character set within the student Answer Box
1.30		•
1.31		•
1.32		•
1.33		•
1.34		• button says “Start”