

# **Interpreter / Dialog System**

# Developer's Manual

https://netprof.ll.mit.edu/







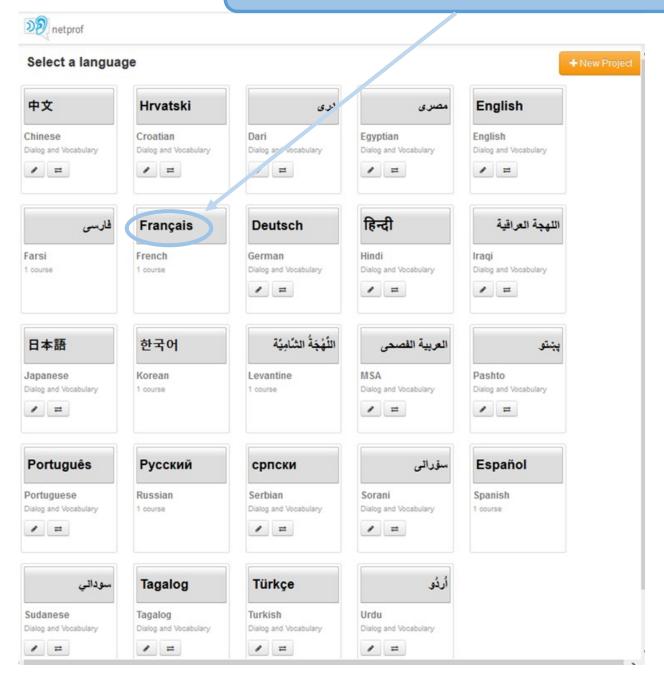
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### **Getting Started**

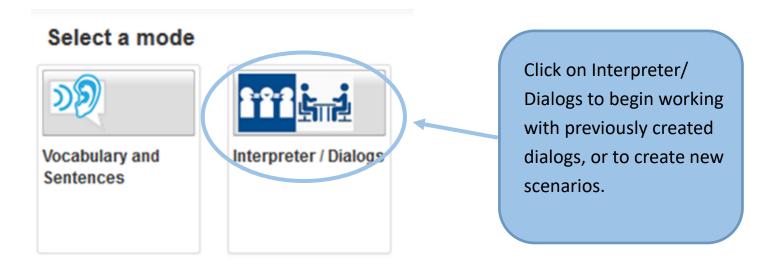
After logging into the NetProF system, you will see a menu of available languages.

Select a language by clicking on it. For example, click on French to develop a scenario in French.

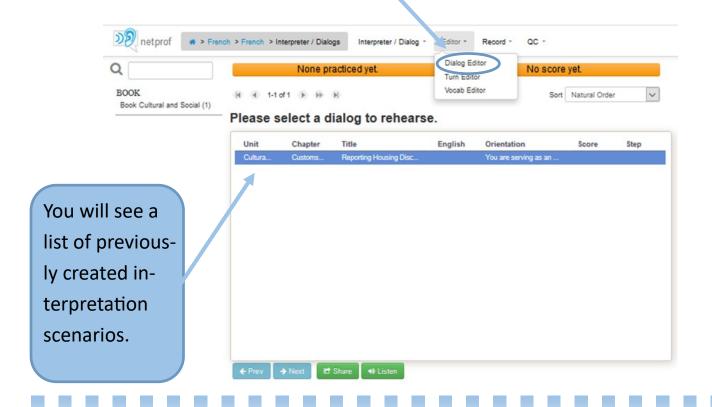


### Getting Started (cont'd)

Once you've selected a language, you will be prompted to select a Mode.



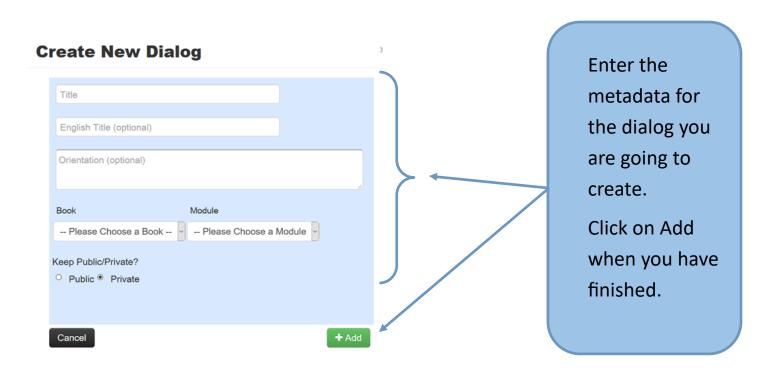
Next, go to the Editor Tab, and select Dialog Editor from the drop-down menu.



### Creating a New Dialog

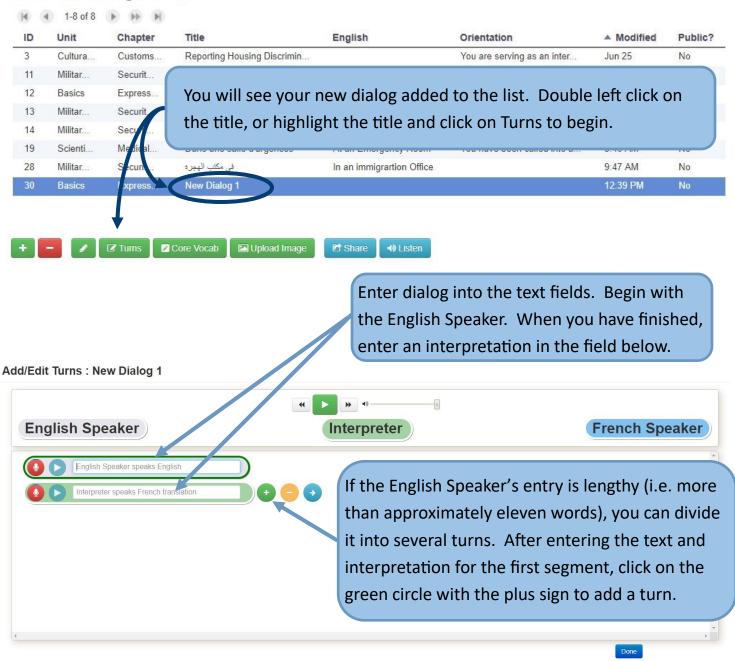
After selecting Dialog Editor mode, use the plus sign icon to create a new dialog.



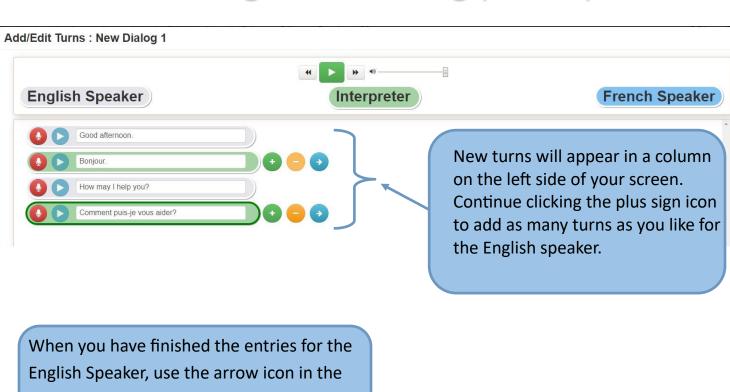


### Creating a New Dialog (cont'd)

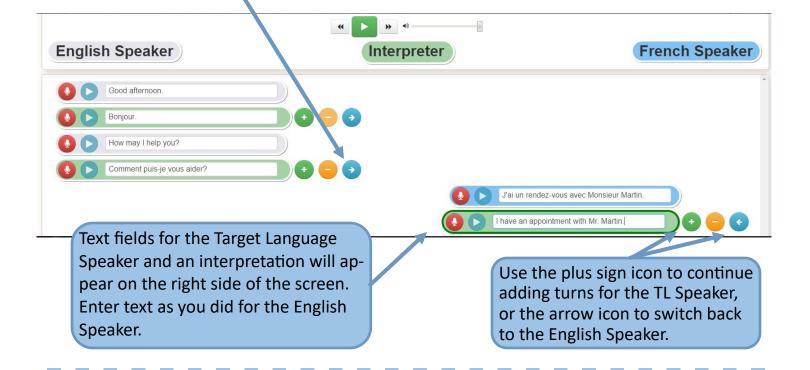
#### Select a dialog to edit.



### Creating a New Dialog (cont'd)

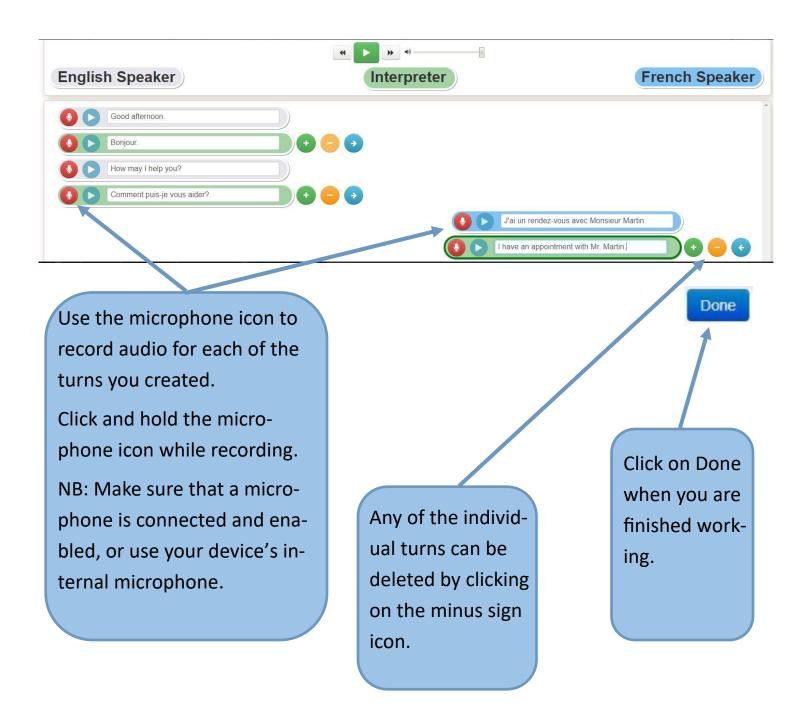


blue circle to begin composing lines for the Target Language Speaker.



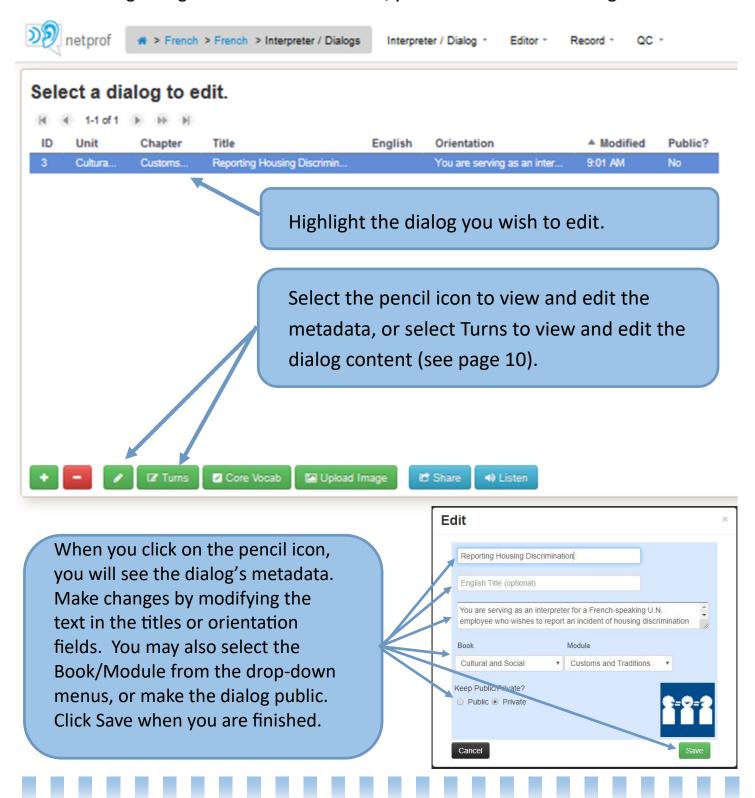
### Creating a New Dialog (cont'd)

Recording Audio and Deleting Individual Turns from a New Dialog.

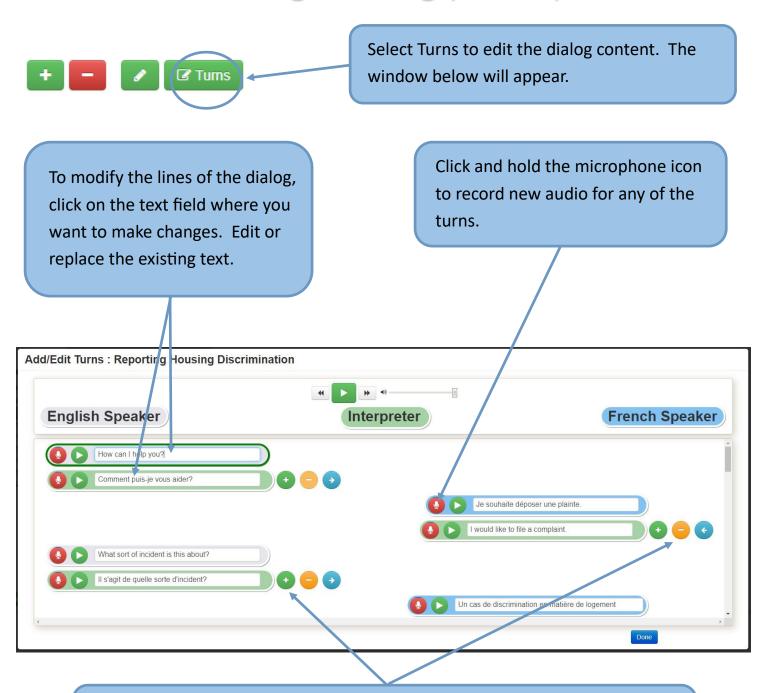


### **Editing a Dialog**

After selecting Dialog Editor from the Editor tab, you will be able to edit dialogs from the list.



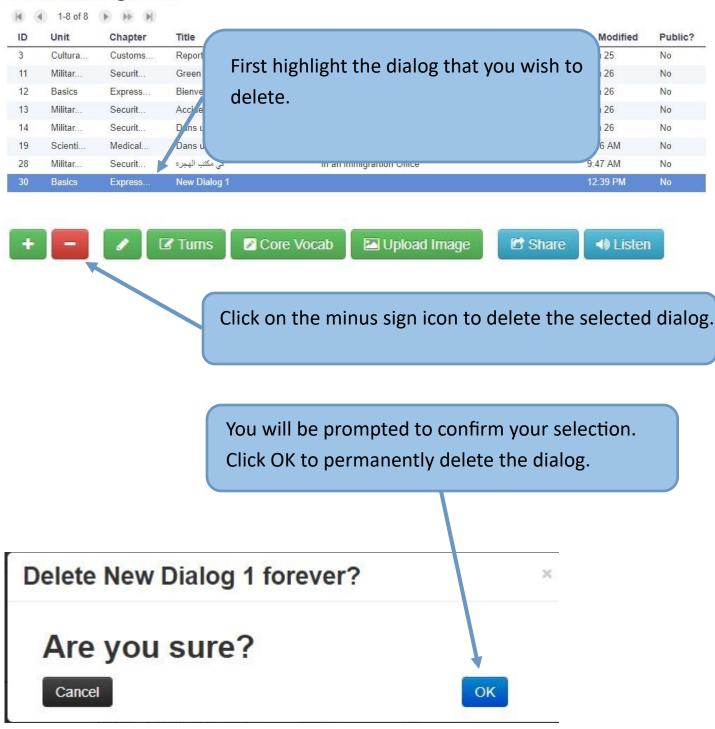
## Editing a Dialog (cont'd)



You may also use the plus and minus sign icons to insert or delete turns respectively.

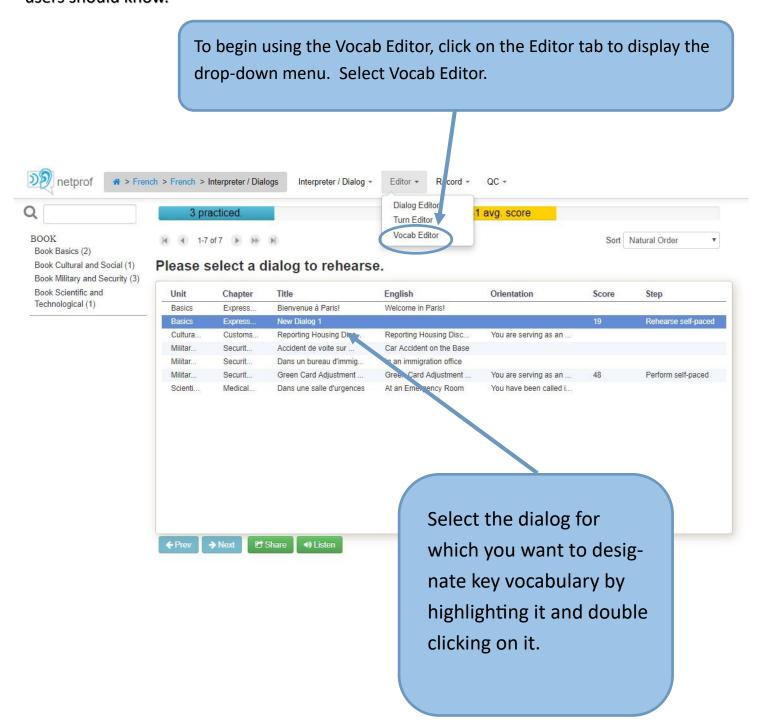
### **Deleting a Dialog**

#### Select a dialog to edit.

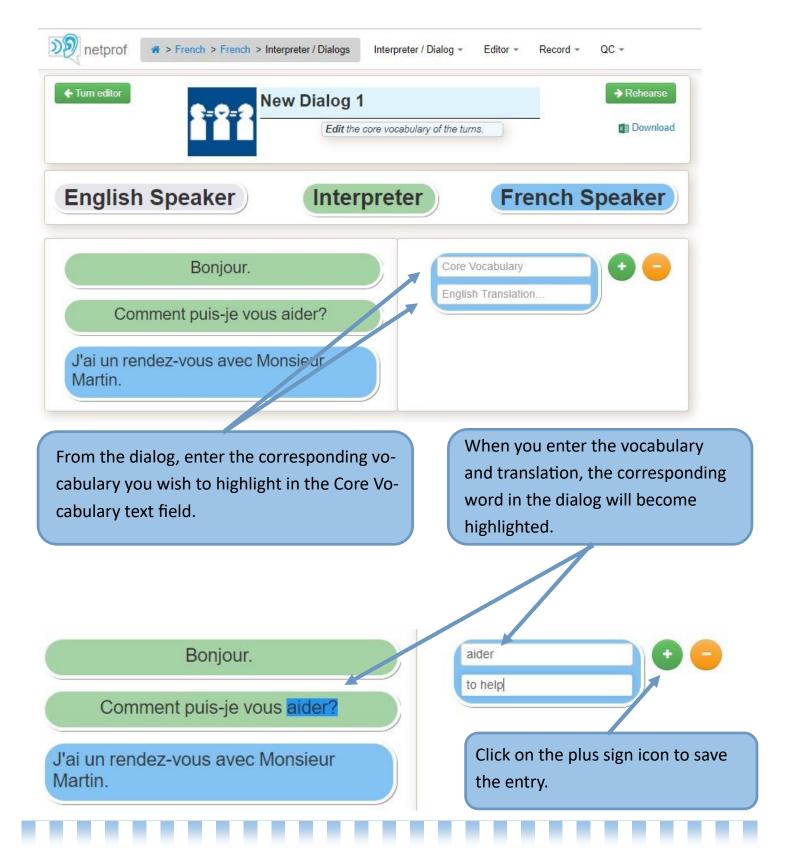


### **Vocab Editor Mode**

Vocabulary Editor Mode allows developers to designate from the dialog essential words that users should know.



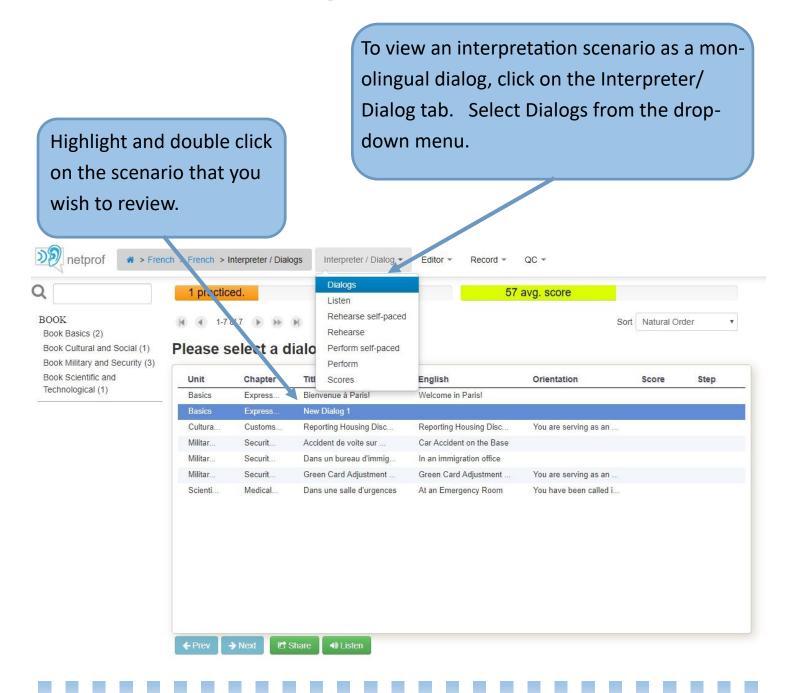
### Vocab Editor Mode (cont'd)



### **Dialog Mode**

The Interpreter System can also be used to practice monolingual target language dialogs without interpretation. Developers must first proceed through the steps outlined on pages 5-8. The Interpreter System will then allow users to choose either interpreter or dialog.

Developers may want to use the dialog mode to ensure that the scenarios they create are logical and cohesive as stand-alone dialogs.



### Dialog Mode (cont'd)

Developers may now view the dialog as users will see it. The scenario will display in Listen mode as a Dialog. Users may also select Interpreter mode.



Each turn in the Target Language will be displayed. Users may listen to the dialog by clicking the arrow icon. The system will highlight the text that corresponds to the audio that is being played.

Users may also Rehearse, Perform, and view their Scores while in the Interpreter/Dialog mode.

### Other Features

#### **Uploading Images**

To add an image to your dialog, highlight the dialog in Dialog Editor mode. Next, click on Upload Image.

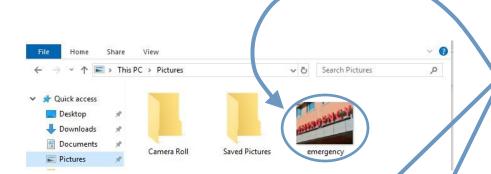
#### Select a dialog to edit.







A dialog box will appear. You will see the current image, if any, associated with the dialog. Click on Choose File to select a different image.



Locate and double click on the image that you wish to use. A dialog box will appear to show that the image was successfully imported. Click on Close.

Users will now see the new image.

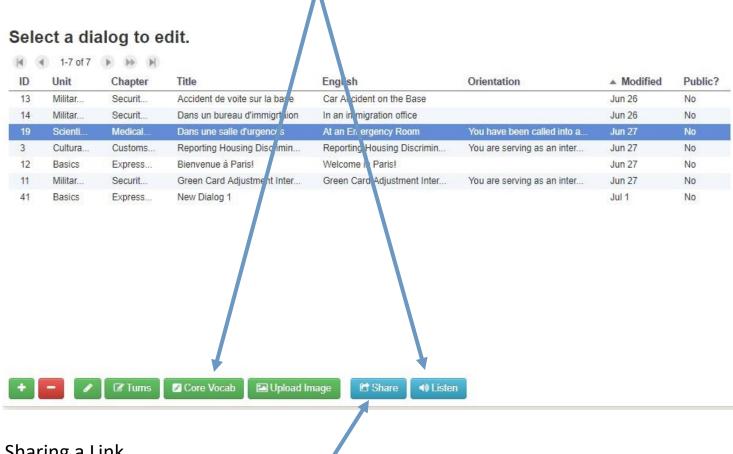




## Other Features (cont'd)

#### **Shortcuts**

Developers may utilize two shortcuts from the Dialog Editor screen. Click on Core Vocab to go directly to the Vocab Editor mode. Click on Listen to go directly to the Listen feature in Interpreter/Dialog mode.



#### Sharing a Link

Developers may email a link to an interpretation scenario they have created by highlighting the scenario on the Dialog Editor screen and clicking on Share.

The Interpreter/Dialog System is a feature of the Networked Pronunciation Feedback (NetProF) system. NetProF was developed through a collaboration of the DLIFLC Language Technology Evaluation and Application (LTEA) Division with the Massachusetts Institute of Technology's Lincoln Laboratory.

LTEA welcomes user and developer feedback. Please contact us with any questions or with suggestions for modifications that will improve your user experience:



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