The SoS workshop intends to join researchers across countries on the topic of language teaching/learning. In contrast to SLaTE, papers submitted here do not have to employ any technology yet. We are looking for contributions from users that may not be aware of all the possibilities that the technologies have to offer to solve educational research problems. What these papers bring to the table are problem statements and data collections that the speech and text processing community may in turn not be aware of. Thus we are looking for symbioses between the two disciplines in research about learning/teaching language. It is important for both areas to get to know each other's research questions and potential application for technologies.

Key to this will be provided by the collocation of the event with SLaTE (focusing on technology for education) that allows you to meet people with similar interests, share your work and forge new interactions across disciplines. In doing so, we are looking for a broad range of contributions from didactics, psychology and pedagogy from researchers interested in bridging the current gap to automation. Demonstrations as well as samples of data collections and annotations are welcome.

In order to join the two communities of SLaTE (Spoken Language Technology for Education) and Education in discussions regarding the possibilities of applying this technology to educational questions and datasets, we invite SLaTE attendees to attend the discussions in our workshop and our attendees to attend talks on the first morning of SLaTE. We hope to thus foster new connections and gain access to innovative connections between technology and education.

See also [SLaTE 2015](#) workshop as Satellite of [Interspeech 2015](#).

This workshop is endorsed by [ISCA](#) and organized by the Special Interest Group for Children ([SIG-CHILD](#)) group that has regular [WOCCI](#) workshops.

**Topics of Interest:**

- Data collection, methods, annotation, recognition, analysis, diagnostic, progression of skills, for example in:
  - Handwriting
  - Spoken interaction
  - Story telling
  - Text production
  - Spelling errors
- Evaluation of L1/L2 teaching methods
- Teaching L2 Kids in an L1 class environment
- Models of learning
- Applications for teaching, self-learning, classroom learning
- Giving Feedback
- Technology in the classroom
- Games
Delmonte, Rodolfo and Battisti, Alessia: GI-Tutor: Grammar-Checking for (Italian) Students of German

The focus of this paper is GI-tutor, a grammar checker designed for Italian native speakers learning German. In GI-Tutor learning is activated by focusing the learner's attention to the correct form and comparing it to the wrong one. Feedback offers an explicit explanation of the mistakes made by the student. The lexicon used has been manually organized at the beginning, with some 10,000 entries overall; then, an enlargement has been obtained through an adaptation of the lexicon made available by Hamburg University Constraint Dependency Grammar (JWCDG) and downloaded from their website. A corpus containing wrong sentences was expanded by extracting data from exams written by first-year students of the German course at the University Ca' Foscari. The errors were then classified in order to obtain a general statistical analysis of the main problems encountered when learning German. Attention was given also to parsers and their use and functionality in language learning. Furthermore, the performance of the constituency grammar checker was evaluated to determine the types and frequencies of errors it can successfully diagnose. This was done by comparing it to ParZu - a generic German dependency parser developed at the University of Zürich.

Lavalle, Rémi and Berkling, Kay and Stüker, Sebastian: Preparing Children's Writing Database for Automated Processing

This paper describes the process of anonymizing a German, publicly available children's corpus of digitized and scanned in spontaneously written texts from Grades 1-8. After reviewing the data collection process published previously, the method for anonymization of texts and meta data are described. A revised annotation set that was added to the existing transcription is defined. This annotation supports the spelling error analysis process while adding further annotation at the syntax level to allow for separate processing of these issues. Updates to statistics for the new version of the data are reported to give the reader an idea about research potential this version of the data may provide.

Sangati, Federico, and Merlo, Stefano and Moretti, Giovanni: School-Tagging: Interactive Language Exercises in Classrooms

We present a prototype of a novel online platform for promoting playful learning exercises in classrooms, allowing teachers to engage with students in an interactive way. Differently from typical e-learning environments, it is the teacher, not the machine, who leads the learning activity, i.e., she is able to monitor students' individual and aggregated answers and provide them real-time feedback. Although the platform is subject-independent, we are currently focusing on language exercises based on standard school curriculum. Answers provided by students and validated by the teacher (or automatic assessment) could constitute, in a large scale scenario, a valuable source of linguistic annotation. The platform can therefore be seen also as a crowdsourcing system to create novel linguistic resources to be used by the scientific community in the Natural Language Processing field.

Wilken, Ilana and de Wet, Febe and Taljard, Elsabé: A Mobile Vocabulary Acquisition Application for Health Science Students: A Proposed Study

Communication plays a vital role in everyday life and in some situations multilingual communication is a necessity. The South African constitution recognises 11 official languages. Multilingual communication therefore occurs almost everywhere, like at hospitals and in clinics. When the need arises for someone (who does not speak a global language like English) to seek medical attention in South Africa, it becomes a challenge to find a health practitioner that speaks their first language. This study aims to develop and evaluate the use of a mobile application designed for supplementary Northern Sotho language learning by health science students.