How to Use ROBO-SENSEI

INTRODUCTION:

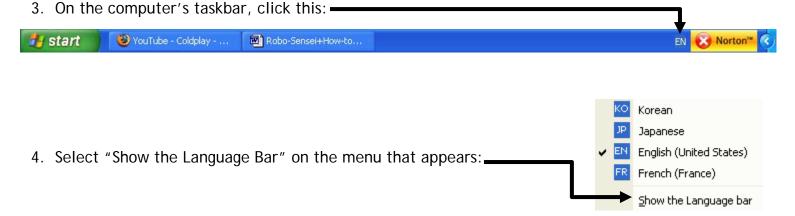
Current research regarding learning suggests that students best retain information when they are actively engaged in the learning process. Immediate response to student queries also helps prevent errors from becoming misconceptions. The software ROBO-SENSEI is a program that utilizes both features. The students are first given grammar notes to study followed by exercises to apply what they have read in the notes (active learning), be it verb conjugation or sentence construction. User responses are then analyzed and evaluated by the computer thereby giving the students the chance to reinforce their knowledge or correct their mistakes (immediate response). Besides the educational value, enthusiastic students of Japanese will appreciate the picture and cultural tour of Japan associated with the exercises. Even though this is a straight-forward and simple program, it's a highly recommended program both for its educational and entertainment value.

Getting Started

ROBO-SENSEI requires the usage of Japanese characters. The computers in the LLC's open lab are equipped with Japanese input and can be set by using the language bar or via the program NJ Star Communicator.

Setting Japanese Input Using the Language Bar

- 1. Launch the ROBO-SENSEI program and choose the lesson you would like to work on.
- 2. Click inside the space asking you to enter your last name. You should see the cursor blinking in the space.



5. The language bar will appear on the upper right hand side of the desktop.



- 7. Select "JP".
- 8. The Language Bar will change to the following:



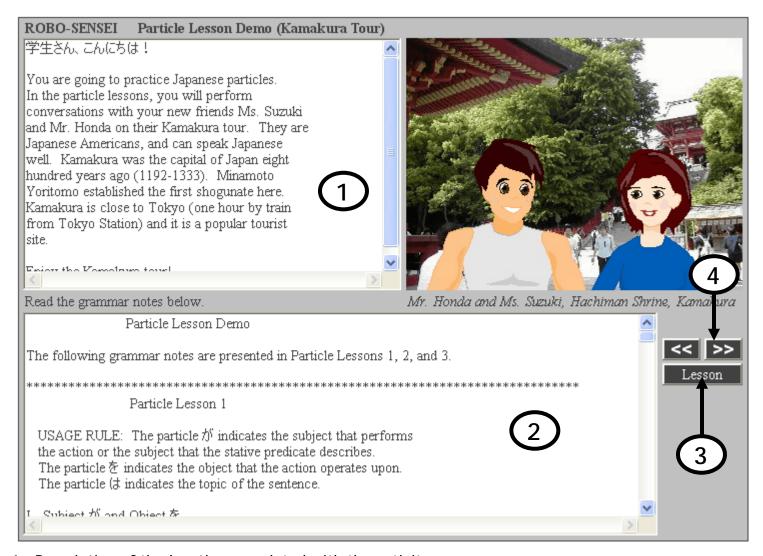
- 9. Click "Input Mode".
- 10. On the menu that appears, select "Hiragana".

11. The program has now been configured to inputting Japanese characters.

Lessons

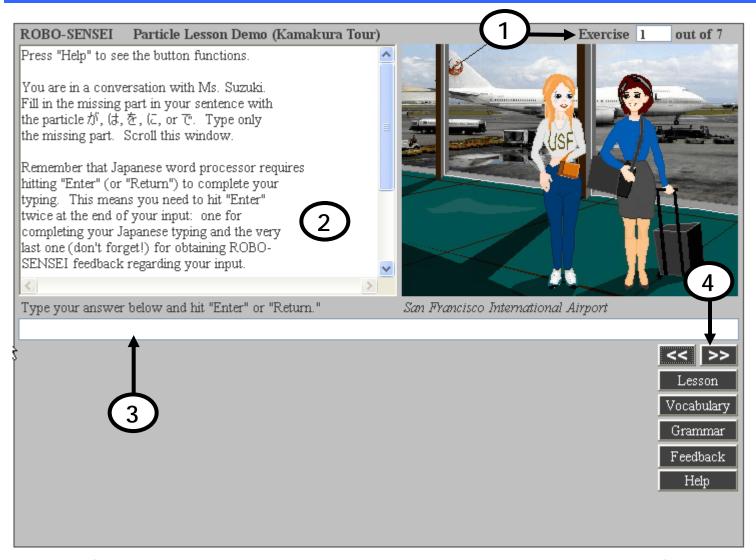
- 1. On the title page, enter your last name using Japanese characters and hit "Enter" twice.
- 2. Choose the lesson you want to work on using the drop-down menu and click "Go."
- 3. You will be taken to the grammar notes.

Grammar Notes



- 1. Description of the location associated with the activity.
- 2. Grammar for the lesson.
- 3. Click this to change the lesson to be studied.
- 4. Proceeds to the exercises.

Exercises



(This is how the exercise window appears **prior** to providing a correct response.)

- 1. Indicates the number of the current exercise and the number of exercises in the lesson module. Input a number and hit "Enter" to go to a specific exercise.
- 2. Scroll this region for the instructions for the current exercise and for a description of the picture on the right hand side.
- 3. Input your answer in this region and hit "Enter" twice.
- 4. Proceeds to the next exercise in the lesson module.

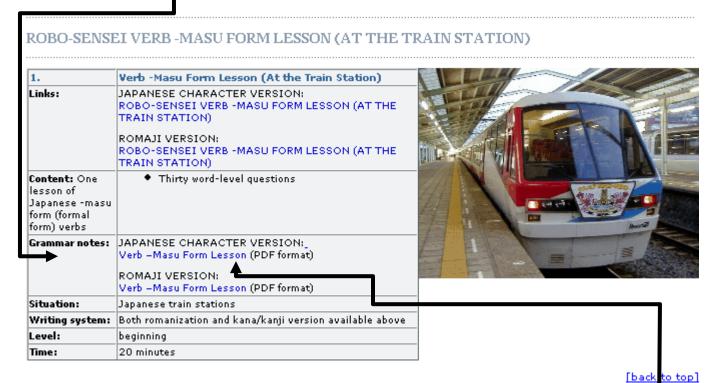
Quick Reference Guide for the Buttons

Button	Function
Lesson	Brings up the pulldown menu with the different lessons
Vocabulary	Provides a list of vocabulary words that may be useful for the exercises in the lesson
Grammar	Brings up the grammar notes of the lesson
Feedback	Provides feedback regarding response and explains the error, if any, in the response
Help	Explains button features
NOTE: The next two buttons will only appear if an incorrect answer is inputted twice or if the answer is a correct response.	
Sound	Allows student to hear the correct response spoken by a native speaker
Answer	Provides one possible correct response to the exercise.

Special Feature

Grammar notes for each lesson can easily be saved as a .pdf for future reference. To save:

- 1. Scroll to the lesson whose notes you want to save.
- 2. Look for the "Grammar notes:" portion of the lesson.



- 3. Right-click the name of the lesson that is in blue. (For example, you will right-click this:
- 4. Click "Save Target As..."
- 5. You can either:
 - Save to desktop and e-mail file to yourself
 - -or-
 - Insert a jump drive into the PC and save to the jump drive.