

# **CATCH: A Program for Developing World Wide Web CALL Material**

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## **Språkteknologiprogrammet in Uppsala**

A four-year Language Engineering programme (160 points) started in 1994.

### **CALL in the programme**

- a one-point course in the second year
- a five-point course in the fourth year

## **What does CALL material consist of?**

- Texts
- Word lists
- Grammar explanations
- Help
- Exercises
- Feedback
- Language games

## **Problems**

How do we create

- multimedia?
- exercises with automatic feedback?

## **Solutions**

How do we create

- multimedia?

Use the World Wide Web.

- exercises with automatic feedback?

Use a program that generates exercise software.

## **CATCH**

- Converts CALL material specification to HTML.
- Specification is encoded in SGML.
- CATCH users do not have to know how to program.
- Specification format allows including HTML tags.

## **CATCH tags**

- answercounter
- correct
- exercise
- gap
- grammar
- heading
- lesson
- menu
- multi
- pexercise
- question
- response
- responsewindow
- text
- wordlist
- wrong

## **Software evaluation**

- CATCH is easy to use.
- It simplifies the tasks of the CALL developer.
- It speeds up the tasks of the CALL developer.



## **Remaining problems**

- Lesson style inflexibility
- Intelligent answer checking
- Student registration facilities

## **CATCH in the future**

- Use in an education environment
- Slow further development
- Point professional users to WebCT

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## **Software**

CATCH: <http://stp.ling.uu.se/~erikt/catch/>

WebCT: <http://homebrew.cs.ubc.ca/webct/>