I. YOUR NEW LANGUAGE

When you first learned to speak your native language, you didn’t have a translator, lessons, or vocabulary. So how did you learn? First, you learned because you had to in order to communicate, so you were motivated to learn. Second, you learned because you were in a world in which everyone (or almost everyone) spoke the language, so you knew how the language should sound. Third, and perhaps most importantly, you learned by playing with the language, making sounds and words, rhymes, songs, and lots of “mistakes.” While continually expanding your language skills, you discovered that language learning was fun!

TriplePlay Plus! combines these elements of natural language learning using the power of multimedia computer technology. With TriplePlay Plus!, you’ll learn your new language through interactive multimedia games, puzzles and stories, rather than through lessons and memorization exercises:

- Stories and games are intrinsically motivating. Each game is designed so that learning means winning.
- TriplePlay Plus! uses native speakers of the new language, so you’ll become comfortable with how the language should sound and, in turn, with correct pronunciation. The digitally recorded voices used on the CD offer crystal-clear examples of the language, which you can hear as often as you like.
- The stories and games in TriplePlay Plus! allow you to play with the language in an atmosphere of positive reinforcement with praise for correct responses and guidance for mistakes.

You’ll find that the games in TriplePlay Plus! practice much of the same material that you’re learning in your new Heine & Heine textbook. For instance, if you’ve just learned or wish to review vocabulary for food, click on the subject icon for food in TriplePlay Plus! To practice geographic expressions, click on the subject icon for Places & Transportation. You’ll also find that some activities provide practice with multiple groups of vocabulary. For instance, a game in the Home & Office category might practice prepositions such as “next to” and “beside” as well as home furnishings by describing where objects are in relationship to each other. In addition, you’ll also find that some new words may be introduced, enriching the core vocabulary presented in your textbook.

II. INSTALLATION

System Requirements:

To use TriplePlay Plus!, you’ll need the following hardware and software:

- IBM-compatible computer with a 386SX33 or faster microprocessor
- Hard disk with 6MB of free disk space for standard installation option. (However, the application can operate without using any hard disk space if the None: No files are copied to your hard disk option is selected.)
IV. GETTING STARTED

TriplePlay Plus! has been created with beginning and intermediate language learners in mind. If you're interested in reviewing or expanding your new language vocabulary or enhancing classroom learning, you can progress subject by subject and level by level with TriplePlay Plus!

The main Menu screen will appear each time you start TriplePlay Plus! immediately following the title screen. To begin, select a mode (Aural Comprehension, Reading or Automatic Speech Recognition). Next, select a subject. Finally, select a game from Level I, II or III. To see these instructions on the screen, click on the HELP key (A).

II. UNINSTALLING

From File Manager (for Windows 3.1) or Explorer (for Windows 95), go to your hard drive and select the directory in which TriplePlay Plus! was installed. (The default directory name, unless changed by the user during installation, is C:\TPLAY\xxx, where xxx is the first two letters of the language, for example SP for Spanish.) Click on the FILE menu, then select DELETE.

Windows 3.1: From Program Manager, open the LANGUAGE group and select triplePlay Plus! by clicking on it once. Press the DELETE key on your keyboard to move the icon. Use the same steps to remove the TPP icons.

Windows 95: In the taskbar, click on START with your right mouse button and select PEN. Double-click on PROGRAMS, then double-click on LANGUAGE. Click once on triplePlay Plus! Press the DELETE key on your keyboard to remove the icon. Use the same steps to remove the TPP icons.

1. Click on a Mode key

Games that teach aural comprehension.

Games that teach reading.

Games that teach speaking using Automatic Speech Recognition (ASR). To select ASR games, click on the icon that matches your voice type:

Click on the Male, Female, or Child icon.
1. Click on a Subject icon
- Food
- Numbers
- Home & Office
- Places & Transportation
- People & Clothing
- Activities

2. Click on any colored game icon to choose a game.
Games for the Mode and Subject combination you select will be shown in color on the menu screen.

3. CHOOSE GAME AND LEVELS
10 games are arranged by skill level. Therefore, when you choose a game, you’ll also be choosing a language level. Within each subject category, TriplePlay® offers three skill levels of linguistic complexity, so you can select the subject category and level of learning that’s right for you. If you’re an absolute beginner, you’ll probably want to start with Level I games. You don’t have to complete games at one level before trying a game at a higher level.

- Level I games: You’ll learn nouns, verbs, and simple phrases through many different game formats. Practice screens are available in most Level I games to teach, reinforce, and help train your ear to perfect your pronunciation.

- Level II games: You’ll build on the vocabulary learned in Level I. In Level II, the linguistic complexity also increases since the language used in the games is in the form of phrases and full sentences.

- Level III games: You’ll integrate and extend Level II and Level I skills, as you learn to understand and speak the parts in realistic conversations that include many important idioms and expressions. You’ll be able to hear the conversations repeated at a natural pace or spoken slowly. On-screen help is offered to teach new words and expressions and to provide verb conjugations, where applicable. At level III, you’ll be able to record your own voice and compare it to the native speaker’s.

4. PLAYING A GAME
Once you have reached the initial screen of the game you have selected, you can:

- Practice
  - If you have reached the initial screen of the game you have selected, you can:
  - Click on the Practice icon to hear the complete conversation slowly.

5. OPTIONS
   - The options will vary depending on the game you are playing.
   - Click on the Options icon to view available options.

6. TURTLE ONE BALLOON
   - Click on the Turtle One Balloon icon to hear a line of dialogue for any highlighted balloon.
   - The practice screen has active areas that you can click on for learning. If you don’t want to practice or if practice isn’t an option for the game you have selected, begin with the instructions under #2 below.

   To practice, position the cursor arrow on any active area on the Practice screen and click on it to hear a word, phrase, or sentence spoken in the new language.

   NOTE: For games that don’t have a Practice feature, if you click on the screen images, the GO key on the toolbar will flash, indicating that practice is not an option and the program is waiting for you to start the game.

7. Set Game Options
   - Many games have options which can be set before you begin to play. Options can include the number of choices (Three Choices or Four Choices), the type of play (Player vs. Computer or Player vs. Player), the skill degree (1, 2, 3, or 4) and others. The available options for each game will appear in the toolbar.

   In games that offer options, the option in the uppermost position in the toolbar is the default setting. The default option is indicated by a highlighted box.

   To select a different option, click on the appropriate OPTION key on the toolbar.

   - The selected option will be indicated by a highlighted box. In games that offer multiple skill degrees, the default setting is Skill Degree 1. To select a different skill degree, click on the Skill Icon.

8. Begin Play
   - Click on the GO key to begin a game.

9. Repeat a Game
   - After you have completed a game, a “replay” arrow will appear on the GO key. Click on it to play again with a different (randomly selected) vocabulary set or scene.

   - Click on the Turtle One Balloon icon to hear a line of dialogue for any highlighted balloon.
5. Return to the Initial Game Screen or Practice Screen

Click on the STOP key until the initial game screen or Practice Screen appears. (You may have to click on the Stop key more than once.)

6. Return to the Main Menu

Click on the STOP key.

7. Level III Games

Click on the ALL BALLOONS icon to hear the complete conversation, frame by frame.

8. Automatic Speech Recognition Games

MICROPHONE ON/OFF icon: When you’re ready to begin a game, the microphone icon is preset in the On position. Click on this toggle switch on the toolbar if you want to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF icon in the toolbar reminds you that the microphone is off. When you’re ready to begin using the microphone again, click on this icon. (When some microphones, a switch on the microphone off will be used to turn the microphone on and off.)

II. AUTOMATIC SPEECH RECOGNITION

Speech Recognition (ASR) software is designed to encourage you to speak. It’s not a perfect accent to be understood but you’ll need to speak clearly and slowly. All of the sounds that are in the word or phrase you’re saying. To improve your skills in your new language, practice with single words in Level I ASR recognizes the words more easily than long sentences. If you’re having trouble centring a word or phrase recognized, try the following tips:

Wait until the microphone appears on the screen before you speak.

“Blink” indicates a correct response; “book” means you should try again.

Make sure you have selected the best category to describe your voice type: Male or Female (age 15 to adult) or Child (up to about age 15). Women with lower voices may want to try the Male setting; men with higher voices can try the Female setting.

Hold the microphone about 1.5 inches to 3 inches from the corner of your mouth. Point the microphone toward your mouth as you speak.

Check to see that your microphone is plugged in correctly. The plug goes in the MIC jack on the back of the sound card. Do not plug it into the headphone jack on the CD-ROM drive. Sound card jacks are found at the back of the computer. If you can’t find them, check your sound card manual.

If you are working in a noisy environment you might hear “book” at the wrong time. Avoid this by reducing the microphone input level. To do this, go to the audio mixer panel. Hold the microphone about 2 inches from the corner of your mouth. Speak a little louder than normal. Reduce the input level in the audio mixer. Your voice should sound softer than the speaker’s voice when you use Record/Play, but it should be understandable.

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