GALT: Glossing Authentic Language Texts

Language Acquisition Resource Center (LARC),
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Glossing Authentic Language Texts (GALT) was developed through a Faculty Technology Initiative grant to Mary Ann Lyman-Hager, Coordinator of Instructional Computing, French Department, College of Liberal Arts, The Pennsylvania State University.

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Purpose

GALT, Glossing Authentic Language Texts, is a multimedia foreign language glossing program that enables instructors to create hypertext glossing of literary texts and is designed to enhance students’ abilities to comprehend the cultural and contextual aspects of a foreign language.

Traditionally, text glosses are margin notes or footnotes that explain obscure words or phrases in a particular literary passage. This type of paper glossing is restricted to space and resources. GALT avoids these restrictions and allows for students to easily access and identify words or phrases. The selection of a difficult word or phrase activates one or more of the seven explanatory categories that can be annotated with text, picture, digital video, digital audio and a relationship tree. Additionally, GALT provides an audio option so that entire passages may be “read” to students. Thus, the text can be as rich as the instructor’s resources permit.

GALT is designed to improve students’ comprehension of a specific literary text, to help them retain foreign language vocabulary and cultural references, and to improve their foreign language skills. This type of teaching tool expands the amount of information available to students, individualizes the learning experience by hiding the glossing until the student feels the need to access it, and permits instructors and students to have more class time to devote to the content of literary texts.

When students place the mouse over words and phrases in text that contains additional information, the cursor changes to a hand. When they click on a word or phrase, the appropriate categories in the Footnote Control section become available. This tutorial will guide you through the glossing process.
The GALT screen is designed to resemble a notebook with four control panels along its borders:

**Footnote Controls**

**Page Controls**

**System Controls**

**Audio Controls**

This is the area where you will design most of your work.

When categories in the Footnote Control section are shown with black labels, additional information is available about the highlighted words or phrases in the story. By clicking on a button with a black label, additional information under the line at the bottom of the screen in the footnote section is displayed. (For example, a definition or cultural context of a particular word or phrase will be shown on the page where it is glossed).
The Faculty Command Menu has five categories: 
*File, Edit, Text, Faculty, and Help.*

To access the Command menu, press F3 and enter the password "faculty". Press F3 again to return to the Browse mode. This menu allows for creating, storing, retrieving, importing, editing, and printing your text.

**File Menu**
Always copy the “gloss.exe” file first, before beginning to annotate your text. Choose “Save.” Then, by clicking on the “gloss.exe” file in the GALT folder in “My Computer,” make a copy of the “gloss.exe” file. Rename this copy and designate the directory where you want it to be saved. Choose to save versions of your work; in the event of a system failure, you will always have a current version of your work.

**Edit Menu**
Select the text to be edited. You may cut, paste, copy, and clear the selected text. DO NOT cut and paste hotwords. This will link them to their original resource and likely cause program failure.

**Text Menu**

**Save your document**

**Edit your document**

**Alter the appearance of your text**
<table>
<thead>
<tr>
<th>Text Menu, cont’d.</th>
<th></th>
</tr>
</thead>
</table>
| The **character** option changes selected text with the following options:  
Font  
Font type  
Font size  
The **paragraph option** changes all of the text with indents and paragraph styles. |  |
| Alter characters |  |
| Alter paragraphs |  |
**The Faculty Menu** (All editing commands)

- Edit text
- Edit title
- Edit Footnote Controls
- Add New Word/Phrase
- Add/Delete/Move a Page

<table>
<thead>
<tr>
<th>What do you want edit?</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Edit Text</strong></td>
</tr>
<tr>
<td>You cannot add glosses to hotwords while using this command. Deselect Edit Text or press the F5 key.</td>
</tr>
</tbody>
</table>

| **Edit Title**          |
| The title you designate will be represented in the box that appears when you use the window-tab selector to change programs. Maximum length is 32 characters. |

| **Edit Footnote Controls** |
| Enter the number of the button you wish to change and click “OK.” A second dialogue box appears, asking you to change the text for the footnote control. Change the text and click “OK.” |

| **Add, change, and select text to include within your lesson.** |

| **Add or change the title of your lesson** |

<p>| <strong>Use footnote controls to add or change annotations to text</strong> |</p>
<table>
<thead>
<tr>
<th><strong>The Faculty Menu, cont’d,</strong></th>
<th><strong>What do you want to edit?</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Add New Word/Phrase</strong></td>
<td><em>Add a new word or phrase and create Hotwords</em></td>
</tr>
<tr>
<td>Use this command to enter text. Edit text must be selected in order to add a new word or phrase. Enter all text first; then select the words or phrases (hotwords) to be linked. Leave a space after each hotword selection to limit the link to that selection.</td>
<td></td>
</tr>
<tr>
<td><strong>Add/Delete/Move a Page</strong></td>
<td><em>Add, delete pages, or go to a specific page</em></td>
</tr>
<tr>
<td>Choose <strong>Add Page</strong> or <strong>Delete Page</strong> from the <strong>Edit Text</strong> menu. <strong>Move Page</strong> allows you to move to a desired page by typing the page number in the dialogue box and clicking “OK.”</td>
<td></td>
</tr>
<tr>
<td><strong>Continue Word/Phrase</strong></td>
<td><em>Include more material with text or hotwords that have been linked or edited</em></td>
</tr>
<tr>
<td>Lengthen text selections or hotwords. Use this command to expand selected text.</td>
<td></td>
</tr>
<tr>
<td><strong>Edit Title Page</strong></td>
<td><em>Create a new title for your page and import a title screen picture</em></td>
</tr>
<tr>
<td><strong>Edit Introduction</strong></td>
<td><em>Edit or change the first two pages that introduce your program</em></td>
</tr>
</tbody>
</table>
### Edit Tree
Click on a footnote control attached to a Relationship Tree. A new page appears; different characters are named and graphically displayed according to their relationship to each other. The tree will highlight the person or persons referenced by the term you selected.

### Select Page Sound File

### Set Tracker
A dialogue box asks if you want to have the tracker set up. Click “Yes” and select the same path as your program. Click “OK.”

Warning: If the student program will be running off a network or CD-ROM, beware of write-protected directories.

### Change or edit the relationship between characters in the text

### Link a sound file or CD audio segment to the current page

### Track a student’s progress
**The Help Menu**

The Help Menu describes how to use the control panels in the program. Click on the “Help” button located in the System Controls at the lower left corner of the screen. Help topics include:

- Using the System controls
- Using the Page controls
- Glossing the text
- Using the Footnote controls
- Using the Audio controls
- How to go to a certain page
- Highlighting Words in the Text
- Tree & Multimedia Footnote Controls

**Multimedia and the Footnote Controls**

<table>
<thead>
<tr>
<th>Multimedia Buttons</th>
<th>WAV AUDIO</th>
<th>DIGITAL VIDEO</th>
<th>AUDIO CD</th>
<th>PICTURE</th>
<th>TREE</th>
</tr>
</thead>
</table>

What do you want to do?

- Select a **hotword** to be linked to a media resource.
- Click on the desired **footnote control**
- Click on the desired **multimedia button** at the bottom of the screen.

A dialogue box appears with a list of your multimedia files (digital video, pictures, audio files, etc.) that you have already created as your resources. Click on the file you wish to create a link to and click “OK.”

Note: Unlinked multimedia and footnote control buttons appear in red. When they are linked to one another, they will appear in black.

See the pages that follow for instructions pertaining to specific multimedia types.
WAV Audio

- Select a **Footnote control** and then select the **WAV Audio** button.
- Select the file and click “OK.” A previously selected file will already be highlighted.
- Type in the **start** and **end** times and click “OK.” Full-length times appear by default in the “**Edit Sound Clip**” dialog box – click “OK” if you wish to use the entire file.
- Click on the “**Test**” button to hear the file so that you can manipulate the start and end times without leaving the dialog box.
- Click the “**No File**” button to disconnect a previously selected file.
Audio CD

- Insert the CD into the **CD-ROM drive**
- Select the file and click “OK.”
- Click on the word(s) you wish to link to a CD audio clip
- Click on a **Footnote control**
- Click on the “**CD Audio**” multimedia button
- Enter the **CD title**, the **start times and end times**, and click “OK”
- Click on the “**Test**” button to hear the file and to manipulate the times. The “**No Test**” button will disconnect a previously selected file.
Digital Video

Select the desired video file and click “OK.” “Stop” and “Pause/Continue” buttons appear. The “No File” button disconnects a previously linked file.

Picture

Select a picture file. The picture appears on screen and is linked to the chosen word/phrase. Click on the image to remove it from the screen. Click the “No File” button to disconnect a previously selected file.
**Tree**

- Click on a Footnote control
- Select the “Tree” media button
- Click on the desired character(s) and click “OK”
- To select more than one character, click on those you wish to link, and click “OK.” This will bring up the Relationship Tree screen.

**The Relationship Tree**

- Click on the “Edit” button on this screen and select the item you wish to edit
- Follow the directions in the dialog boxes that appear for each element of the Relationship Tree. You can add, delete, and move names, labels, lines, and you can change the title of the screen. The “No One” button disconnects a previously selected file.
Control Panels
There are four control panels: Page, System, Footnote, and Audio.

Page Controls
There are two page controls:

Previous and Next
They allow you to “sequentially navigate” through the GALT program and are always found at the bottom right corner of your screen.

System Controls
You have four options here: Exit Program, Help, Intro, and Text.

Footnote Controls
Located along the right hand side of the notebook, the footnote controls are the seven major glossing categories that can be linked to hotwords to assist the students in better understanding a word or text. The Footnote control labels are changeable and can be labeled according to the type of resources you have in relation to the text.

- Help calls up the Online window.
- Intro will provide you with guide to the program.
- Text will take you to the section containing the story where you can edit, gloss, etc.
**Audio Controls**

If you have an audio card installed in your machine, the audio controls allow you to hear portions of the text that have been digitized. The audio controls are only available when a page of the text is displayed on your screen and are used when you link a CD audio or digital audio file to a footnote control.

<table>
<thead>
<tr>
<th><strong>Play Until End</strong></th>
<th><strong>Play This Page</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>This allows you to hear</td>
<td>This allows you to hear only the</td>
</tr>
<tr>
<td>the story beginning with</td>
<td>page of text that is displayed.</td>
</tr>
<tr>
<td>the page you are reading</td>
<td></td>
</tr>
<tr>
<td>The pages of text</td>
<td></td>
</tr>
<tr>
<td>on the screen will</td>
<td></td>
</tr>
<tr>
<td>automatically advance</td>
<td></td>
</tr>
<tr>
<td>as you listen.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Pause</strong></th>
<th><strong>Continue</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Stops playing the story.</td>
<td>Plays from the point at which you</td>
</tr>
<tr>
<td>You can continue from</td>
<td>pressed the “Pause” button.</td>
</tr>
<tr>
<td>where you paused by</td>
<td></td>
</tr>
<tr>
<td>clicking the “Continue”</td>
<td></td>
</tr>
<tr>
<td>button.</td>
<td></td>
</tr>
</tbody>
</table>