

ANL 295: Language Technology for Alaska Native Languages
Dena'ina Language Institute 2005
Kenai Peninsula College

Course Information

Lecture

Dates:

Time:

Place:

Instructors

Andrea Berez

andrea@linguistlist.org

Lab

Dates:

Time:

Place:

Sadie Williams

sadie@linguistlist.org

Overview

This course provides a hands-on introduction to the use of language technologies for documentation and learning of Alaska Native languages, with a particular focus on the Dena'ina Athabascan language. Technologies to be covered in the course include digital audio capture and editing, linking digital audio and text, and web page design. Course will also include discussion of digital preservation and access issues.

Prerequisites

No prerequisites are required for this course. However, a working knowledge of personal computers, including the use of word processors and web browsers, will be helpful. In addition, a serious interest in learning and/or documenting the Dena'ina language is assumed.

Computer Use

The class will meet Tuesday and Thursday evenings in the KPC computer lab during the 3-week Dena'ina Language Institute. In addition, optional open lab time will be on Mondays and Wednesdays, 7-9 PM. An instructor will be present during open lab time, and should take advantage of this time to work on assignments. Computers are also available for student use at the student dormitory building.

Grading policy

Grading will be based on participation and attendance (25%) and evaluation of the assignments (25% each).

Assignments

Detailed Assignment information will be given each week. Assignments should be turned in on a disc or cd, or they can be emailed to sadie or andrea directly. When turning in your assignment make sure you send ALL of the files (html, audio, image). Please place all of the files in a folder with your name on it.

Supplies

Student should bring a notebook to class for taking notes, and a folder for handouts and a disc for turning in assignments. If you have a digital camera and/or some type of recording equipment, please bring them to class; we will provide these items for students who don't have them.

Additional Resources

Although there are no texts for this course we recommend the w3 schools website for useful information on html including tutorials and references.

W3schools html tutorial: <http://www.w3schools.com/html/default.asp>

The following links are for the software we will be using during this course. All of the software we use in class is free. For more information on more advanced software you can purchase, feel free to contact us.

NVU: <http://www.nvu.com/>

Audacity: <http://audacity.sourceforge.net/>

Class Schedule by Date (subject to change)

Week 1: Introduction to HTML

- Tuesday, May 31: Introduction to HTML and using an HTML editor. Begin Assignment 1 (see handout). For Thursday: students with no HTML experience must complete the online HTML tutorial found at <http://www.w3schools.com/html/>.
- Thursday, June 2: Work on Assignment 1 in class. Briefly discuss character issues for Dena'ina. If time allows discuss the differences in the kinds of HTML. At the end of class, Andrea will give a quick demo of making an audio recording. For Tuesday, students must bring in a few audio clips of Dena'ina phrases.

Week 2: Introduction to Digitizing Audio

- Tuesday, June 7: Assignment 1 due at start of class (we will look at these as a group). Be sure to bring in your audio clips. Demonstration of digitization and editing audio files. Begin Assignment 2.
- Thursday, June 9: Discuss best practice methods for recording and digitizing audio files of language. Continue working on Assignment 2.

Week 3: Advanced Projects

- Tuesday, June 14: Assignment 2 due at start of class (we will look at these as a group). Brainstorming session: "How can technology help the Dena'ina language effort?" Ideas for Assignment 3 will come from this session. Begin Assignment 3, an advanced project of the student's choosing (with instructor approval).
- Thursday, June 16: Continue working on Assignment 3. Students must turn in a workflow plan for (eventually) finishing the project.