

"Shopping in Hypertown" : a Multimedia Program
on Numbers and Counters for Beginning Students of Japanese

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A multimedia program has been developed which aims to help students to acquire necessary skills for shopping. "Multimedia" is defined as "integrated media or technique with which a learner or a teacher selects such information as sound, script, pictures (motion and static) at his/her needs. (Nakano 1994a)

The program has incorporated counters into shopping situations and is designed to enable the learner to 1)acquire knowledge about numbers in Japanese and utilize the knowledge, 2)get an overview of Japanese counters and knowledge about the usage of the counters, 3)study various nouns which are useful for shopping, and 4)develop listening skills using dialogues at various stores.

This program consists of four main stacks: 1)Reference (i.e., sections on names of products, numbers, counters, dialogue), 2)Exercises on names of products, numbers, and counters, 3)Video (scene at classroom, fish shop, meat shop, vegetable store, flower shop, and Prof. Tanaka's house), and 4)Song.

Tryout of the courseware was implemented to twelve students of beginning Japanese with the following three objectives 1)to obtain the learners' opinion about the effectiveness of the program, 2)to find out how they worked on the program. This formative evaluation was made by 1)observing the student's learning; 2)recording the items the student worked on and the item order in which he/she worked; and 3)having the learners fill in a questionnaire.

Though the program has been evaluated favorably, it should be improved upon in some areas including the overall organization and the linkage between stacks and sections. Moreover, further study on Japanese counters is necessary.