

Computer Aided Instruction for Nippongo  
of the Graduating Students of the  
College of Arts and Sciences  
SY 1996 – 1997

A Special Problem

Presented to

the Faculty of the Department of Mathematical Sciences and Computer Studies

De La Salle University – Dasmariñas

Dasmariñas, Cavite

In Partial Fulfilment

of the Requirements for the Degree

Bachelor of Science in Computer Science

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ABSTRACT

Name of the Institution: De La Salle University – Dasmariñas

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TITLE: Computer Aided Instruction for Nippongo

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OBJECTIVES OF THE STUDY:

A. GENERAL:

The general objective of this study was to accomplish a 'Computer Aided Instruction' for Nippongo, which is a stand alone software that accomplishes a tutorial that includes a recorded pronunciation of the words and phrases.

B. SPECIFIC:

The specific objective of the study was to provide a simple and generalized translation of the English into Nippongo. Other subspecific objectives are as follows:

- To provide a user-friendly way of teaching Nippongo
- To provide the user with an environment that will encourage and stimulate interest in the subject matter.

- To allow the user to learn at their own pace.

#### SCOPE AND DELIMITATION:

The scope of study regarding the CAI for Niponggo Tutorial included the following: Japanese Grammar (Nouns and Articles, Personal Pronouns, Adjectives, Adverb), Japanese Syllabary, Nouns, Adjectives and Pronouns, and Phrases, Sentences and Conversations.

The target users of this study as perceived by the proponent are persons from 12 years of age upto adults.

The study would not teach how to read, write and understand Japanese writing. Also included in the delimitations were the insufficiency of graphics (those of Japanese letters and symbols), the insufficiency of the words, and the absence of dictionary.

In terms of features, the study did not include a recorder, a print option or a database that would keep track of user information.

Also, the program was not designed well enough to be used generally for everyone since it was designed to be used by users 12 years old and above, and not advised for any person below that range.

## METHODOLOGY:

The method used by the proponent was the Systems Development Life Cycle which included the following steps: 1.) Defining the problem, 2.) Analyzing the problem, 3.) Designing the software, 4.) Testing, and finally 5.) Implementation.

## CONCLUSION:

After analyzing the findings of the study, the proponent concluded that in the long run current methods of learning a language do work, but it is a CAI combined with these current methods that can do the task correctly and efficiently.

## OUTPUT OF THE STUDY:

1/ A CAI for Nippongo was developed for the purpose of teaching a language, specifically Nippongo, with the use of a CAI. The functions include: discussions on the subject matter, examples on the subject matter, a word/phrase search option, a hyper-text menu, graphics, sound, and student evaluation after lessons. The software was made to run on a Windows-based environment. 1/

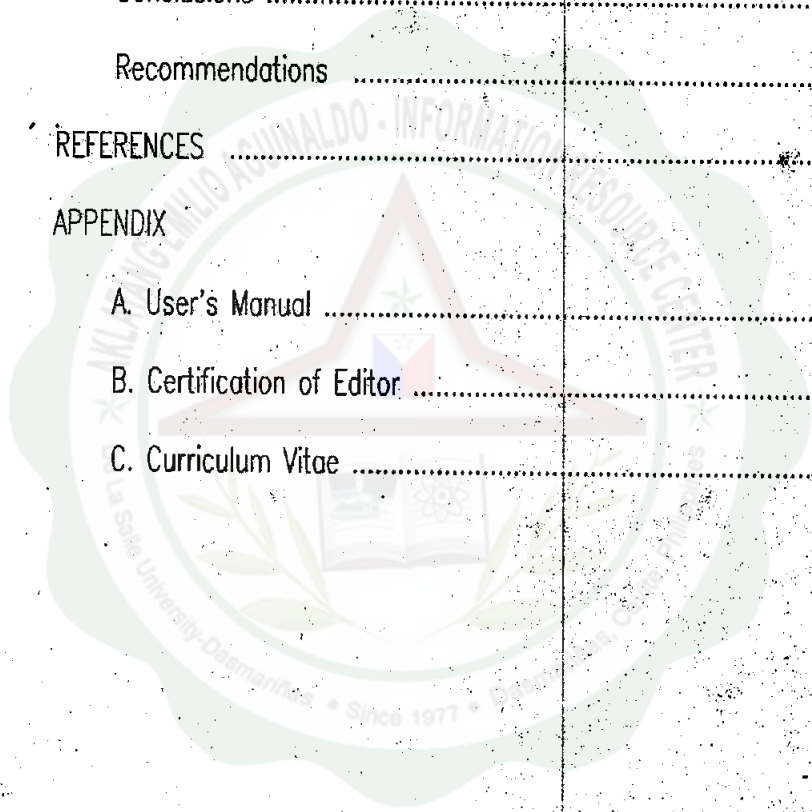
## RECOMMENDATIONS:

The proponent recommends additional graphics, especially those of Japanese letters and symbols that would aid in the teaching of how to read, write and understand Japanese writing. The proponent also recommends a dictionary for easy translation of words. And in line with the dictionary is a print option. The program should also include a sound recorder and a database that would keep track of users' information. It is also recommended to expand the number of Japanese words to greater enhance the program. Another recommendation to be considered for further studies is to present the program in such a way that would suit the needs and taste of the user, generally speaking.

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