Issues and concerns in the automatic generation of vocabulary training and testing items

Abstract

Vocabulary training and testing is an integral part of nearly any language learning program. The VocaTT project aims to make this process easier by building a system for automatically generating items for learners using machine learning algorithms. This progress report focuses on the first stage of this project—to construct a "gold-standard" set of items—and describes issues and concerns in this process. This includes deciding how to generate a large number of items, controlling item difficulty, dealing with sub-standard items, and how learners may interact with the items. The gold-standard set so far contains 2,786 items. These items were used in a pilot experiment with a training and testing application. Participants made modest but definite gains and were motivated to continue their vocabulary study.



- **×** Labor intensive to produce
- Not secure (answers easily shared)
- Cannot be easily re-used

One solution is auto-generation of items en masse. Systems exist for generation of MCC from texts (e.g., Aist 2001; Brown et al 2005; Coniam 1997; Heilman & Eskenazi 2007) or from word lists (Lee et al 2015; Liu et al 2005; Rose 2016, 2020). But few are readily available, easy to use, or adaptable to various needs.

Vocabulary Training & Testing (VocaTT) Project (ongoing) Goals

✓ Provide pedagogically sound vocabulary training and testing for learners

✓ Provide architecture for large-scale generation of items and extensible for other languages.

✓ Generate items for training/testing automatically using a machine learning algorithm trained on "gold standard" items.

Issues and concerns

Ho	
	w to create a large amount?
• Use	existing auto generator (Word Quiz Constructor: Rose, 2016, 2020)
• Che	ck by experienced teachers
	How to control item difficulty?
———————————————	• Impossible to create items that are suitable for *all* possible student groups.
	 Compromise: Make coherent set aimed for university-level students
	• Plan to adjust item difficulty post-generation with filtering mechanisms (cf., Susanti et al 2020)
	Droblome in stom contoness
	difficult, accept
	• How to handle dubious sentences (incomplete or incorrect grammar, spurious punctuation, sensitive
	topics)? If minimal change is possible, fix. Otherwise, remove.
	Problems with distractors
	• How to handle close-but-not-good-enough distractors? Allow, as long as a highly proficient English
	 speaker would still choose the key as the correct answer How to handle distractors easily ruled out by mismatched part-of-speech? Replace
	 How to handle distractors with mismatching grammar (case mismatch, number mismatch)? Repair.
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Pilot test of VocaTT app

c suitability of the VocaTT app was pilot-tested Waseda University students. They completed 60 and 12 testing sessions over a 2-week period at nvenience.

Results of 30-item test (items not in app)

re-test ean (sd)	Post-test mean (sd)	t(11) (p)
19.8	21.6	2.6
(4.7)	(5.6)	(.025)

of post-experiment usability survey (4-pt Likert strongly disagree ... 4=strongly agree)

n	Mean	t(11)
VocaTT easy to use.	3.1 (0.8)	2.55 (.027)
VocaTT fun to use.	3.0 (1.0)	1.82 (.097)
VocaTT useful for ary training.	3.2 (1.0)	2.69 (.021)
use VocaTT in the or vocabulary training.	3.1 (0.9)	2.24 (.046)

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