A dialogue game system with pronunciation feedback over personalized learning materials

- Feedback: Automatic pronunciation evaluation by NTU Chinese [1], scores all pronunciation units in an utterance
- Personalization: System policy on Markov Decision Process providing learning materials with more practice on Poorly pronounced units
- System Goal: Learner’s selected focused pronunciation units over the recursive dialogue script have scores exceeding 75 over 7 times in min. num. of turns

More interesting: Repeated practice of the same units in different sentences, no need to repeat the same sentences

Cloud-based system: webpage version

Policy trained with different sets of focused units:
- All units considered (no specific focused unit)
- Retroflex only (four special Mandarin units)
  - ㄓ (j), ㄔ (ch), ㄕ (sh), ㄖ (r)

Demo scenario:
Here we test on Retroflex-specific learners, whether system provide unit practice in needed

Any combination of sub-dialogue can be chosen

Effective practice opportunities on focused units than random in the near future of each turn!