

Developing a translator training platform through user story map

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Keywords: Translation Training / User Experience / User Story Map

1. Introduction

We are currently updating our translation training platform. The platform is a web-based system for translator training, developed by National Institute of Information and Communications Technology (NICT) and Kansai University. The platform is designed to support the learning process of translators, with a focus on the development of their skills. The platform is currently being used by several translators, and we are conducting a user experience study to evaluate its effectiveness. The study is based on the user story map, a tool for visualising user requirements and their interactions. The study is being conducted by Kyo Kageura, Marra Ruan, Yda Taadkaeshi, and Abe Kawana. The study is being conducted in collaboration with the National Institute of Information and Communications Technology (NICT) and Kansai University. The study is being conducted in order to improve the platform and to provide a better user experience for translators. The study is being conducted in order to improve the platform and to provide a better user experience for translators.

In updating the platform, we adopted a user-centered approach, taking advantage of the first experimental version of the system was fully functional.

1. identify basic functions provided by the system;
2. organise the functions into a user story map;
3. define a user story map that enables to clarify the requirements of users;
4. define system functions, function flows and user stories.

This cycle was repeated several times before going to the next stage.

In this paper, we intend to share the key aspects of the user story map for translator training in our schools.

process. The rest of the paper is organised as follows. Section 3 describes the development of the process as well as some concrete issues and an explanation of connecting the user story map with the outlook.

2. A brief overview of MNH

2.1 Concepts

As explained in Table 1, MNH was originally developed jointly by the University of Tokyo, Japan, CTS, University of Leeds, UK, and a volunteer translator from Minnesota, USA. MNH (University of Tokyo and NII (Utiyama, et al. 2009; Kageura et al. 2010)) are mostly designed based on the long experience of the University of Leeds. The design of MNH is based on the following concepts and ideas:

Because translations in the real world are carried out by translator trainees should gain competence not only in how to play a role in a team, but also in how to manage other project participants (cf. CEN 2006; ISO 2006). MNH nurtures both translation competence and translation skills. Translation training should be based on actual translation (Király, 2000).

Taking these factors into account, and taking into account the experience of the University of Leeds, the design of MNH was developed based on the following concepts and ideas among others:

1. Facilitating project presentation training. The system is a CAT system that supports translation, but it was kept simple so that learners do not need to learn how to use the system.
2. Supporting learners by providing guidance activities (Castagnoli 2005) and dialogue act types (Allen 1987) in the process of translation project.
3. Promoting reflective learning by accumulating translation projects systematically (cf. Pym 2009).

2.2 Description of MNH

We here give a brief description of the MNH system. The core parts remain the same in the updated version. The users are divided into four categories: instructor, learner, translator, and administrator (normally the administrator decides an organization).

with manager. Once a participant is registered, they can register instructors and learners. Instructors can manage project translation training proceeds within the project frame. The project screen consists of information, participant glossaries, TM, resources, bulletin boards and statistics.

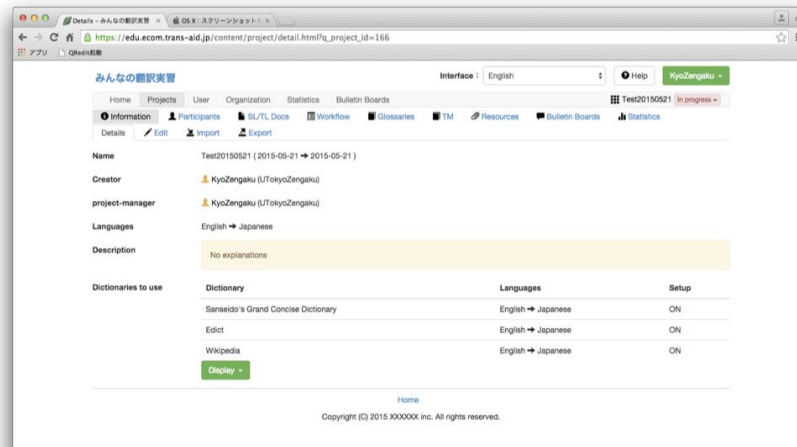


Fig. 1. Project main screen

Roles and projects participants take on are of 12: a learner, a terminologist, a translator, a reviewer, a project manager, a workflow manager, a dictionary editor, a glossary manager, a TM manager, a resource manager, a bulletin board manager, and a statistics manager. The project manager role assigns a learner to the project to manage it, workflow, and TM, and they are defined, which are related to 12 to one of the groups. Note here that the roles (learners) are not limited to translation in its content. Workflow manager provides standard workflow management. In the project, participants interact with other structured communication in the project, the system scaffolding of communication, consisting of four roles. These are further activities: (1) Translation and revisions: The core process comes out on a timeline, which provides reference and reviews by users. (2) Glossary: Each glossary is created by a learner (one of the participants) or a terminologist, translation memories and glossaries in the system. They can be exported to be shared in the project. (3) TM: The system facilitates the translation and TM. (4) Statistics and bulletin board: The system provides a scaffolding for learners to gain its own learning experience.

revisions and dialogue act types are the main functional languages. Logs of participants' actions are categorized and through behavior tracking and identification mechanisms. Figure 3 shows the categories applied

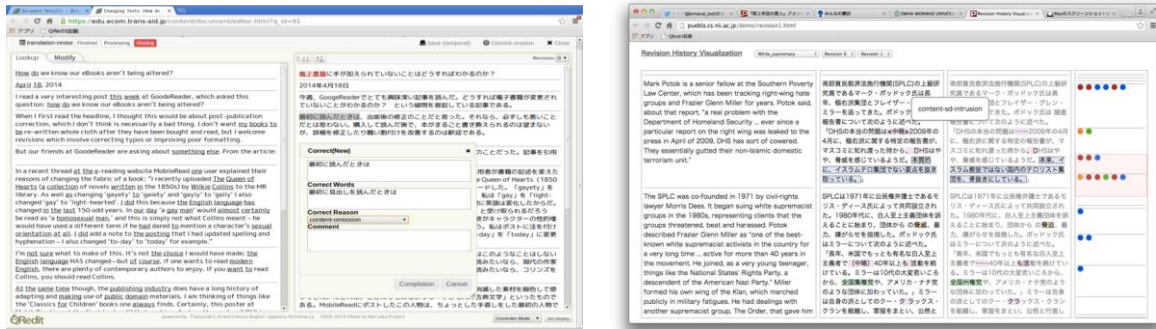


Figure 3: Translation and comparison

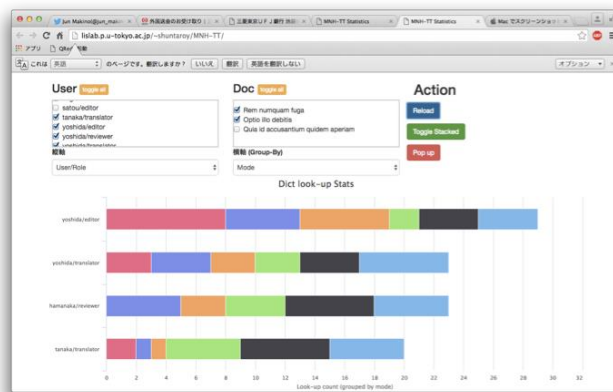


Figure 4: Visual display of statistics

3. Developing necessary systems and results

3.1 Necessities of a user story map

The version of the system was fully functional. Through the experiment, which was carried out in Europe, we observed several issues from the use of the system. The identified issues are related to the relationships between the participants and the system. The first issue is that the source document materials are not always available. It is more convenient if instructors can define the task in each project. However, the task can be defined in each project. The source document should be maintained independently of the project. The source document should be carried out not only within the project but also across projects. The unit of project as the center

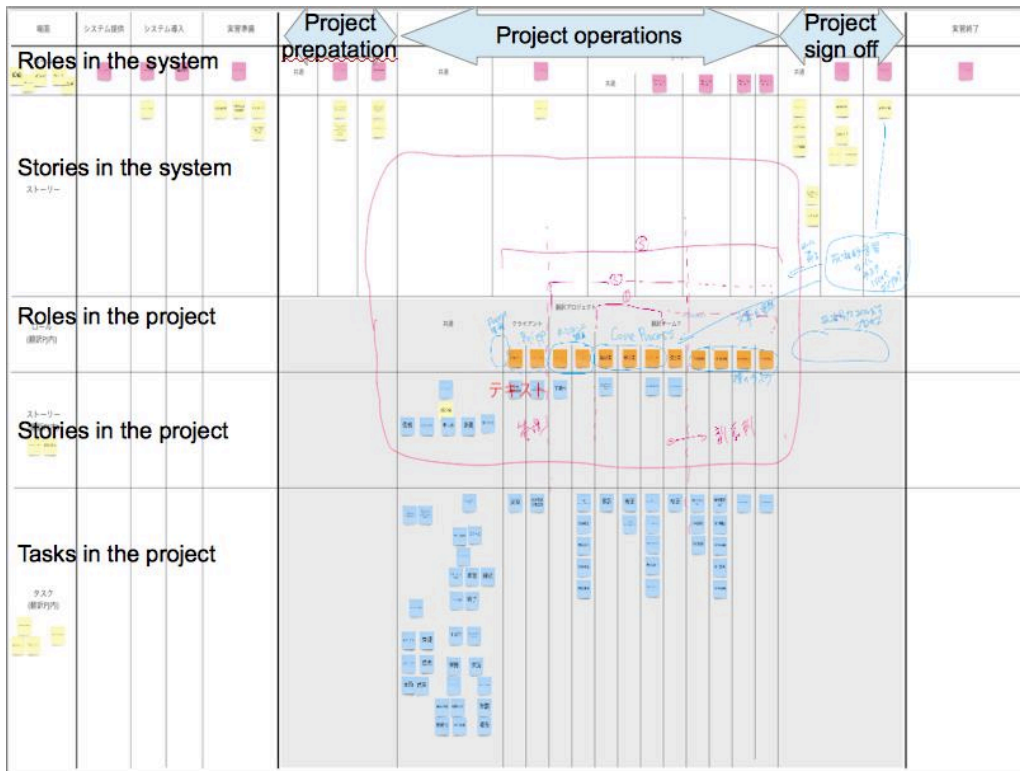


Figure 4(a) The user story map

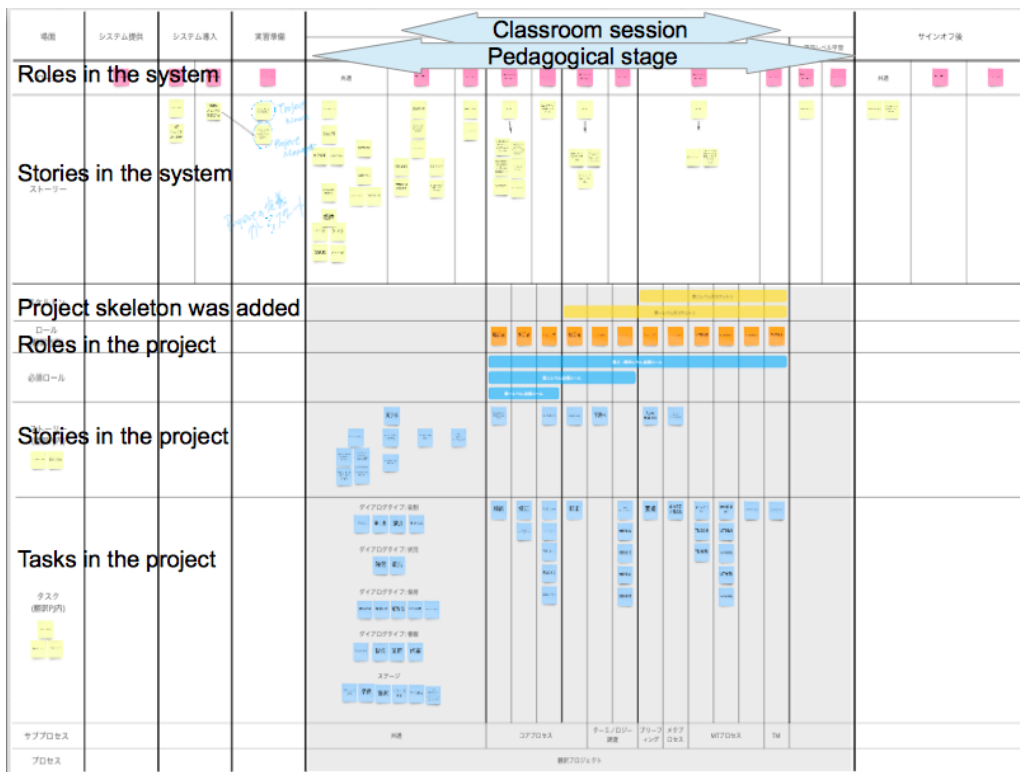


Figure 4(b) The user story map



Fig 4 (c) User story map in which the

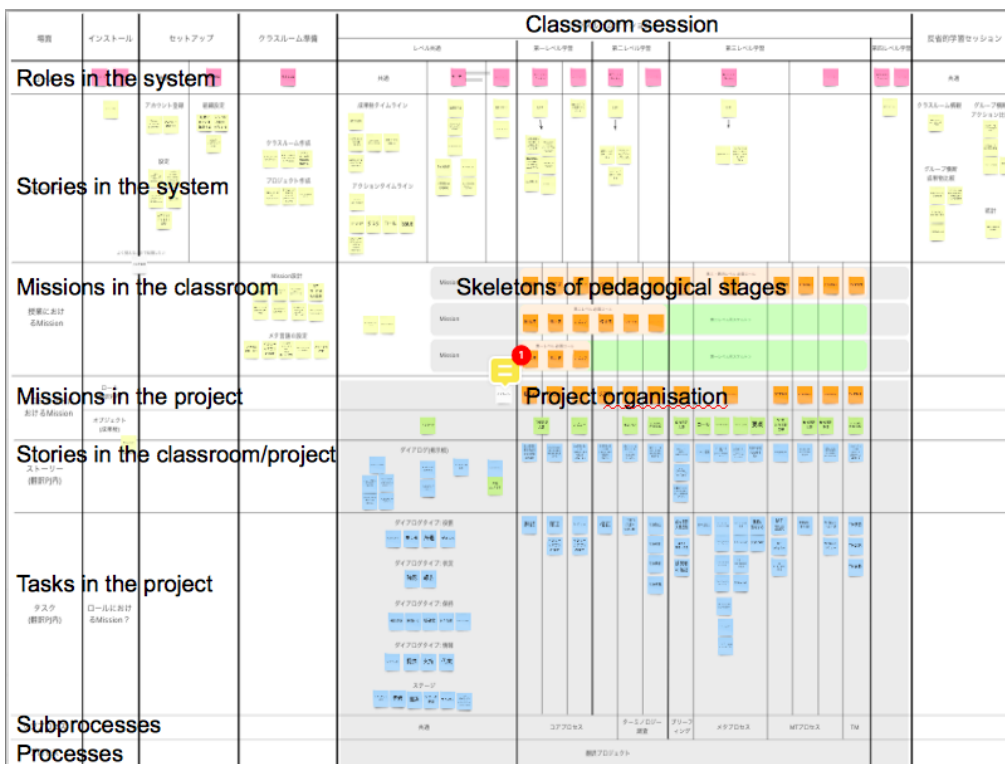


Fig 4 (d) The final version of the

3. Main results

Through the process of refining the user story expectations in the pedagogical context provided in the original needs specification, which was absent from the first version. This produced the user story map that belongs both to the classroom management and the pedagogical setup. At the start of defining user story maps, we succeeded to the extent that we can design the classroom operation clearly defined in accordance with the experience of the original needs specification.

4. System interfaces/functions and user story map

The user story map reflects the user requirements for the implementation, therefore, the user story map should be transformed to system functions done first by mapping the user story map to the system functions and necessary changes to be made to the functions and user story map. Figure 5 shows the mapping between the user story map and the system functions.

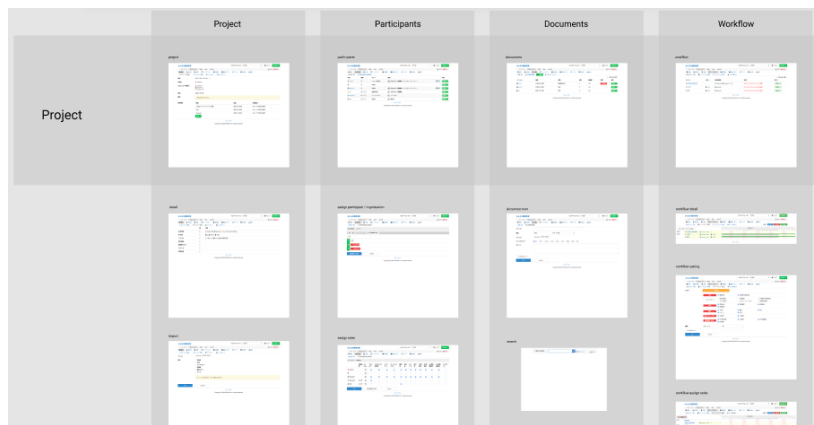


Figure 5 Mapping between the user story map and the system functions.

Figure 6 shows the mapping between the user story map and the design requirements. Figure 7 shows the interface transition wireframe. The system development is under way and will be released in December 2020. At the time of release, English, Chinese, and Arabic are fully provided.

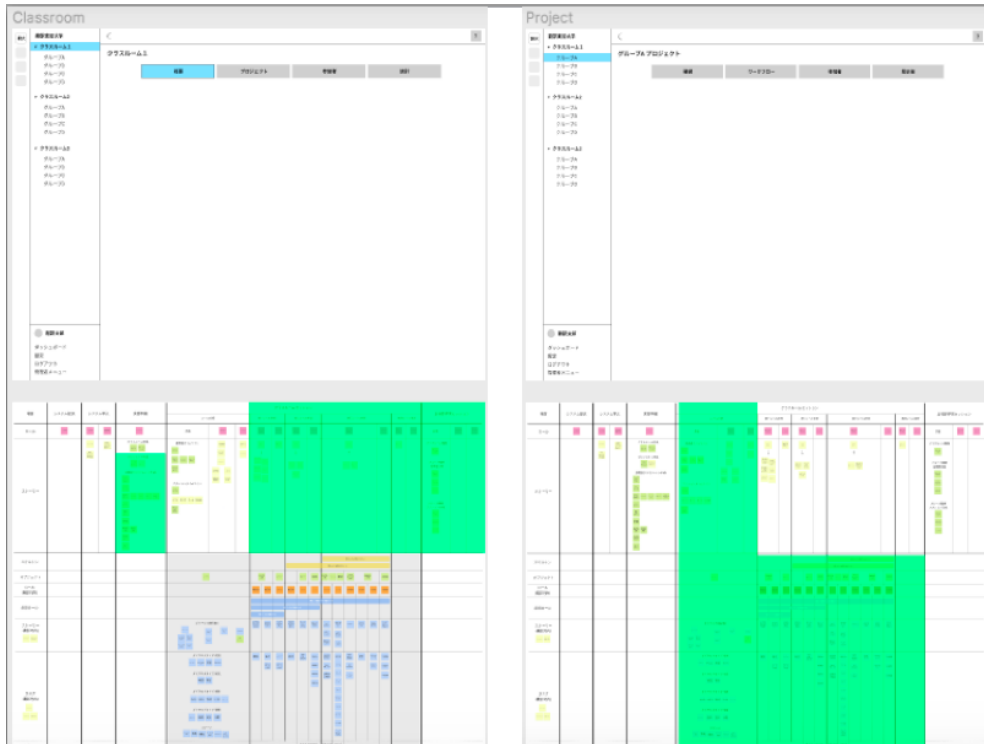


Fig 6. User interface design (upper panel):

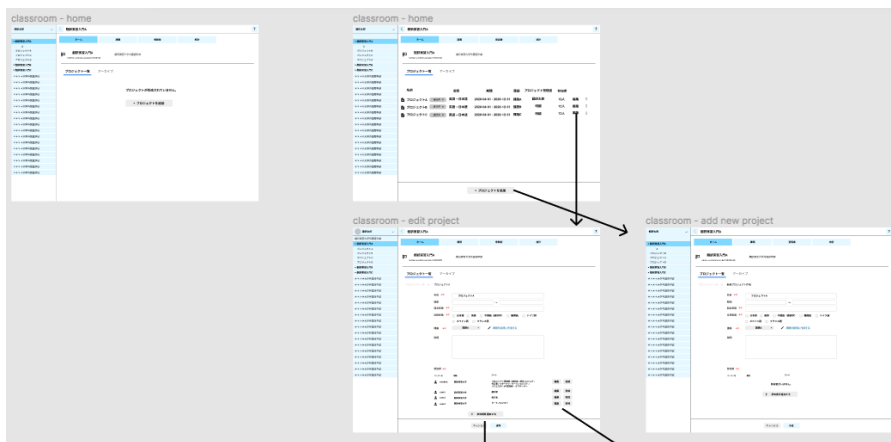


Fig 7. User interface transition and further

5. Conclusions and outlook

In this paper we report on the development of a system with scaffolding functions. We detailed system functionalities as a proof of concept. All these are more than the character-tives benl di enver isthsa roifn gMnThi s pr

system developers and researchers and instructors involved in translation training map.

In parallel with this, we encourage teachers to talk about translation process that the system that it is designed to simulate (how to talk about translation competence). For users of languages, matching their own experiences and experiences of others is a key to learning according to the report that it becomes fully available.

Acknowledgement

This work is partly supported by JUSP/Sb a K AI Kn Ec N H I (<https://univ.hi.ac.jp/>) which owns a rich experience in the development of the user story map.

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