



COMPUTER SCIENCE SEMINAR SERIES

Department of Computer Science
City University of Hong Kong

Automatic Content Creation for Games to Train Students Distinguishing Similar Chinese Characters

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Date :

8 September 2009 (Tuesday)

Time :

2:00pm - 3:00pm

Venue

CS Seminar Room, Room Y6405, 6th Floor, Yellow Zone, Academic Building,
City University of Hong Kong, Tat Chee Avenue, Kowloon Tong

Abstract

In learning Chinese, many students often have the problem of mixing up similar characters. This can cause misunderstanding and miscommunication in daily life. It is thus important for students learning the Chinese language to be able to distinguish similar characters and understand their proper usage. In this paper, we propose a game style framework in which the game content in identifying similar Chinese characters in idioms and words is created automatically. Our prior work on analyzing students' Chinese handwriting can be applied in the similarity measure of Chinese characters. We extend this work by adding the component of radical extraction to speed up the search process.

Experimental results show that the proposed method is more accurate and faster in finding more similar Chinese characters compared with the baseline method without considering the radical information.

This paper was presented in the 8th International Conference on Web-based Learning (2009), Aachen, Germany, August 19-21, 2009.

Supervisor: Dr Howard Leung

Research Interest: 3D Human Motion Analysis, Machine Learning, e-Learning

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All are welcome!

In case of questions, please contact Dr Howard Leung at Tel: 2788 7234, E-mail: howard@cityu.edu.hk, or visit the CS Departmental Seminar Web at <http://www.cs.cityu.edu.hk/>.

