



ASSESSING DICOADVENTURE: DESIGN, DISSEMINATION AND RESULTS

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1. BACKGROUND



1. BACKGROUND

- **DicoAdventure Project**

(<http://www.uco.es/dicoadventure/index.php>)



DicoAdventure resource

(<http://olst.ling.umontreal.ca/dicoadventure/>)



INICIO INVESTIGADORES PUBLICACIONES RECURSO NOTICIAS TRADITUR CONTACTO ENGLISH



Project Description	Search on DicoAdventure	English Entry List	Spanish Entry List	Team
Headings: <input checked="" type="checkbox"/> Head terms <input type="checkbox"/> Definitions <input type="checkbox"/> Semantic role names <input type="checkbox"/> Realizations <input type="checkbox"/> Contexts	Precision: <input type="radio"/> Exact <input checked="" type="radio"/> Starts with <input type="radio"/> Contains <input type="radio"/> Ends with	Languages: <input type="radio"/> English <input type="radio"/> Spanish <input checked="" type="radio"/> Both	Search term: <input type="text"/> <input type="button" value="Go"/>	

2. OBJECTIVES





2. OBJECTIVES

Assessment on the *DicoAdventure* dictionary: process and results

Two different target groups:

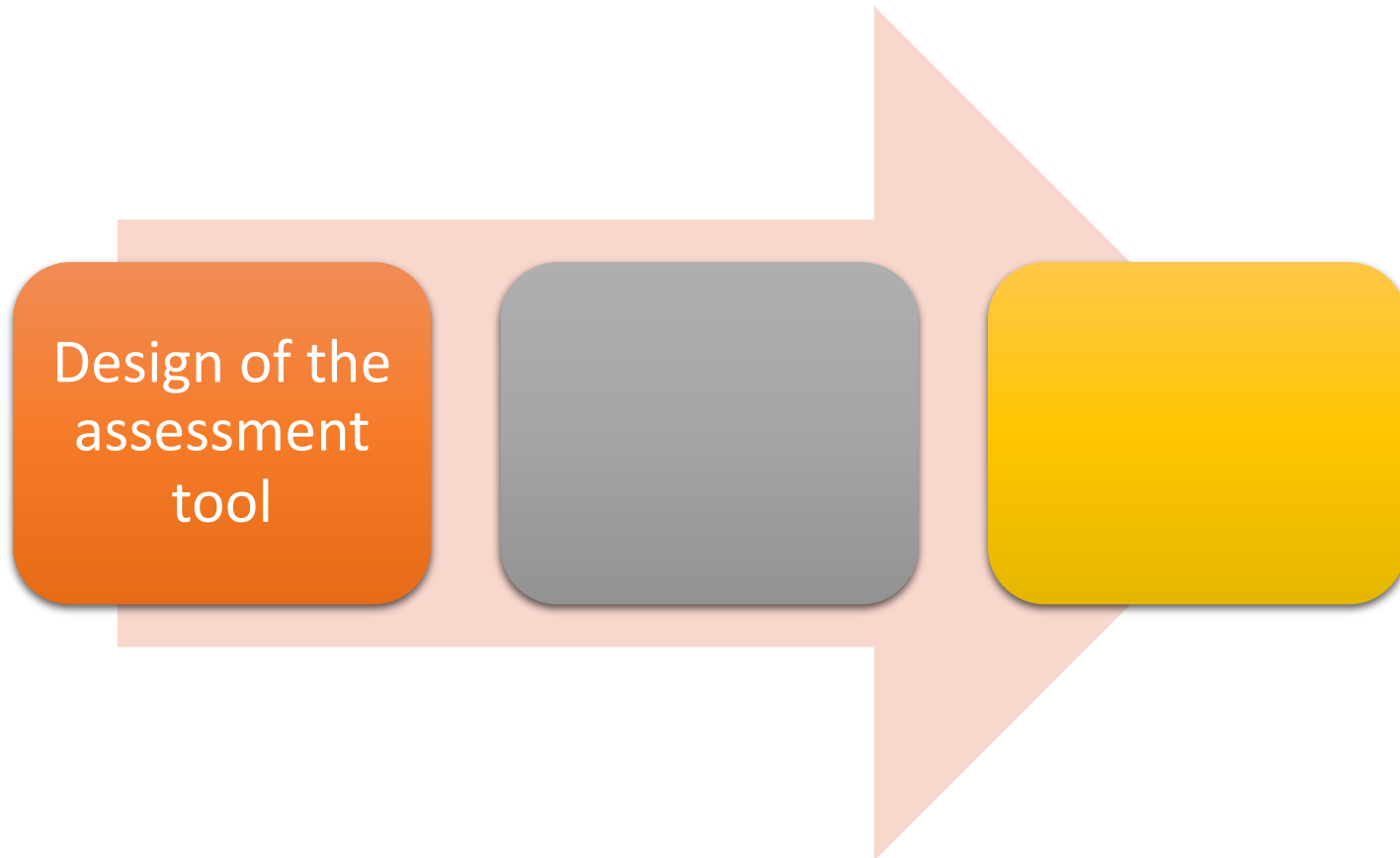


1. Students of the University of Córdoba (Degree of Translation and Interpreting, Degree of English Studies and double degrees, and Master Degree in Advanced English Studies).
2. Experts and academics working on the terminology field.

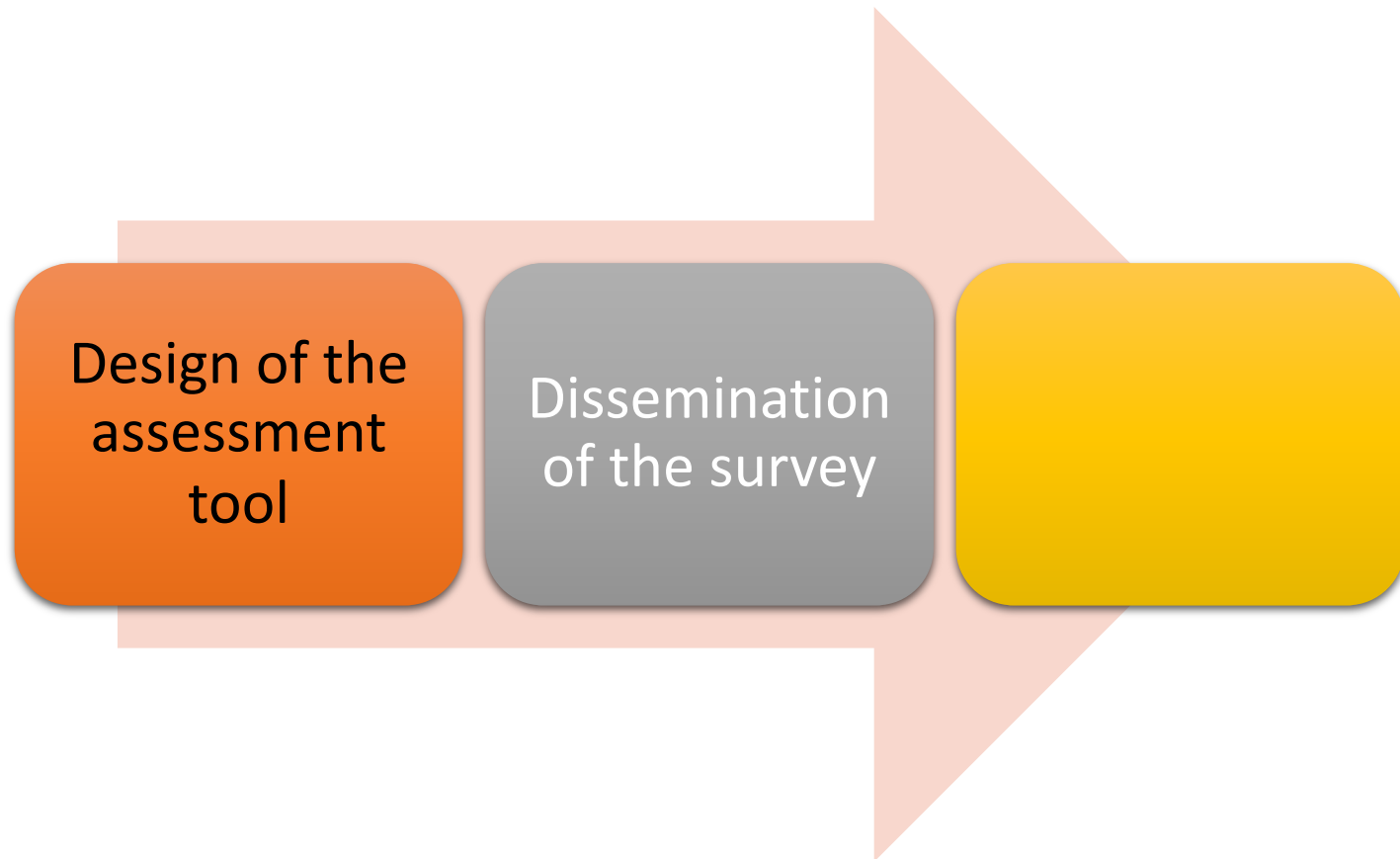
3. METHODOLOGY



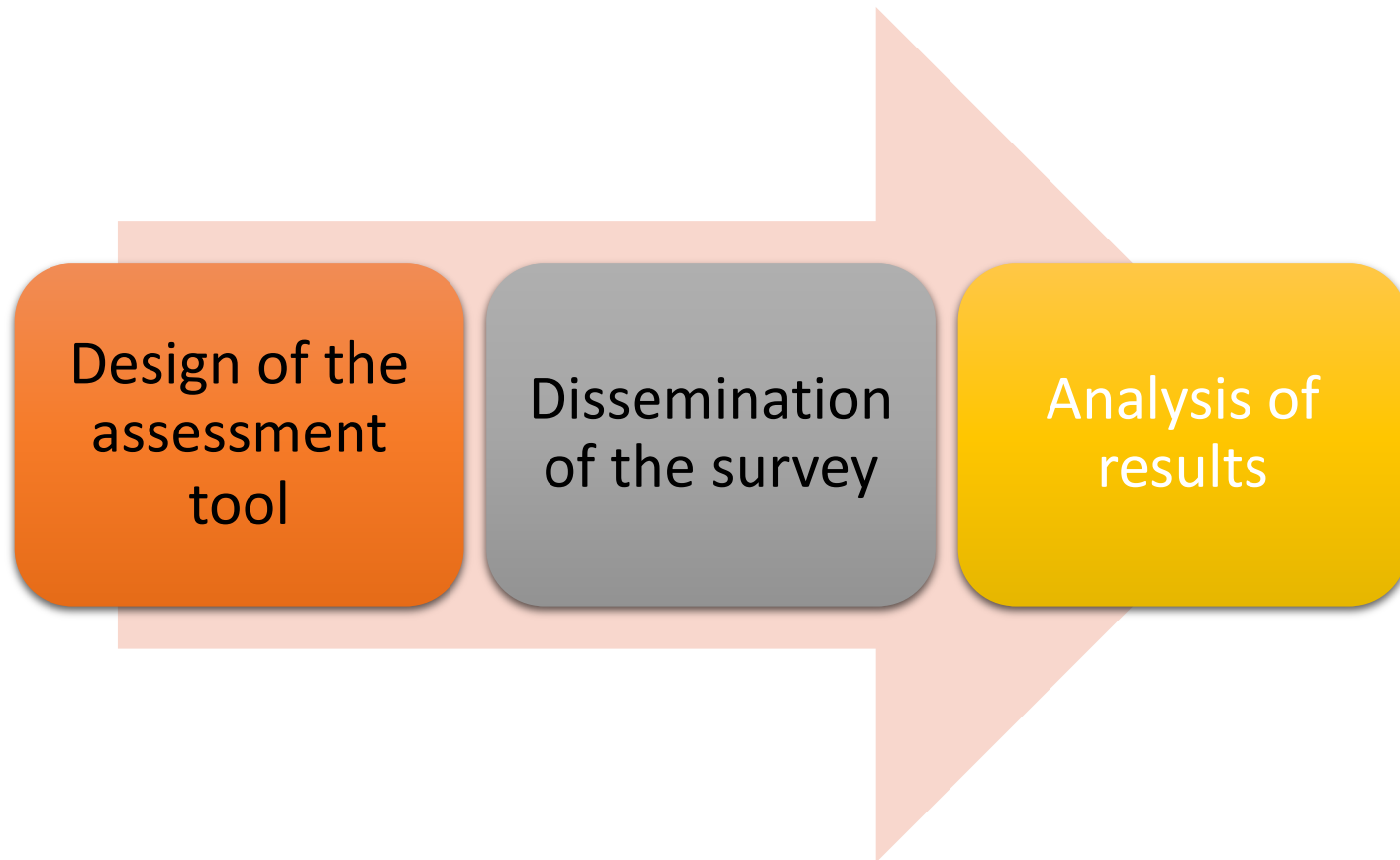
3. METHODOLOGY: steps



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3. METHODOLOGY: steps





3.1. DESIGN AND DISSEMINATION

- Careful during the **design phase**:
 - To avoid ambiguity
 - To avoid too technical/specialized terminology
 - To avoid exclusion of participants.
- Dissemination:
 1. Mailing lists (AELCO, AESLA, AETER) –academics-
 2. Onsite –students-
- Online survey:
 - ES (<https://forms.gle/P8oVjLfG9gefj5jF7>) 176 respondents
 - EN (<https://forms.gle/fVh2upZfZoDsDTUP8>) 8 respondents



3.2. STRUCTURE

- Types of questions: 12 1-5 questions, 2 multiple choice questions and 1 open question.
- 15 questions about users' degree of satisfaction about...
 - **Usability** (e.g., *Valora del 1 al 5 tu grado de satisfacción con la navegabilidad del recurso*)
 - **Macrostructure** (e.g., *Valora del 1 al 5 tu grado de satisfacción con las opciones de búsqueda del recurso*)
 - **Microstructure** (e.g., *Valora del 1 al 5 tu grado de satisfacción con la información que se incluye en las entradas del recurso*)
 - **Originality** (e.g., *Valora del 1 al 5 tu grado de satisfacción con la originalidad e innovación del recurso*)

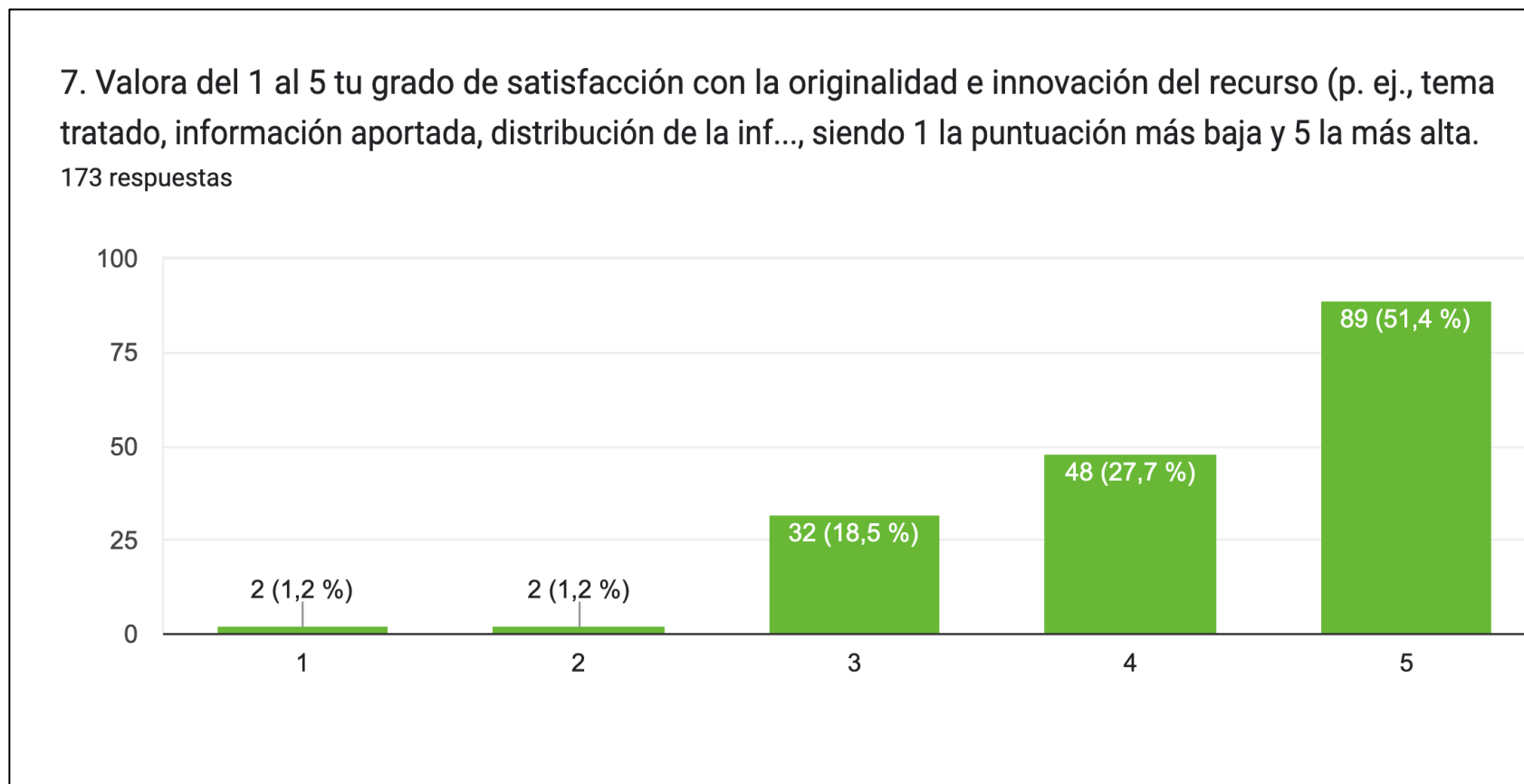
4. RESULTS





4. RESULTS: 176 participants (students)

10 out of 12 questions are answered with the highest grade (5).



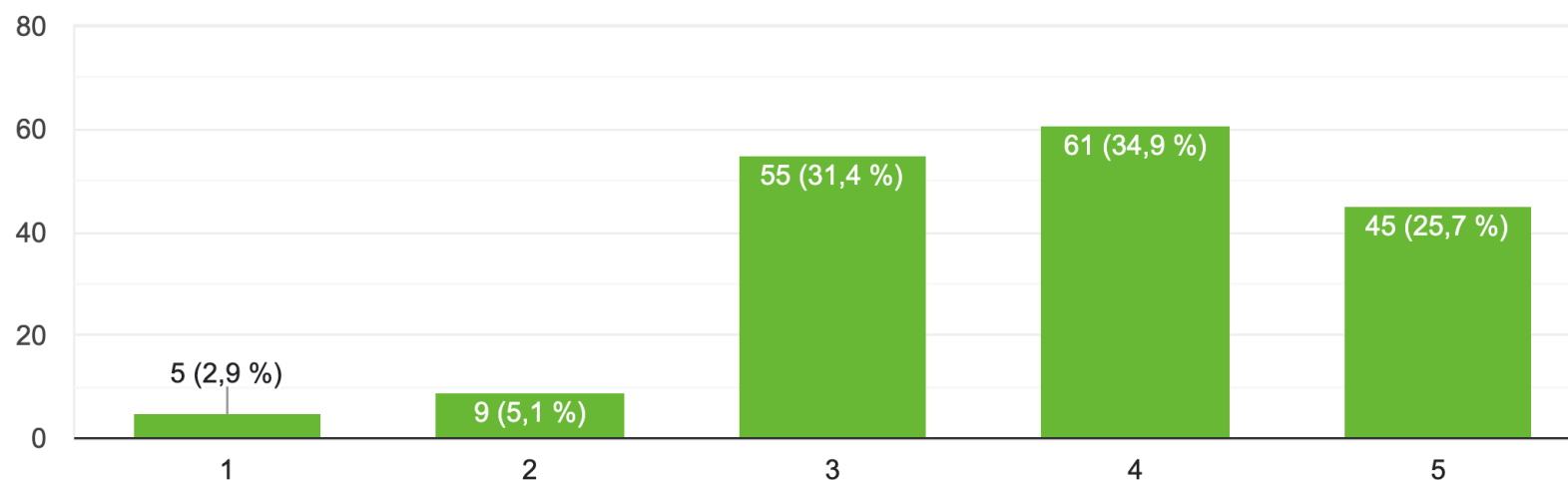


4. RESULTS

2 out of 12 questions are answered with a 4.

1. Valora del 1 al 5 tu grado de satisfacción con la navegabilidad del recurso (p. ej., la interfaz es intuitiva, las páginas cargan rápidamente, los hiper..., siendo 1 la puntuación más baja y 5 la más alta.

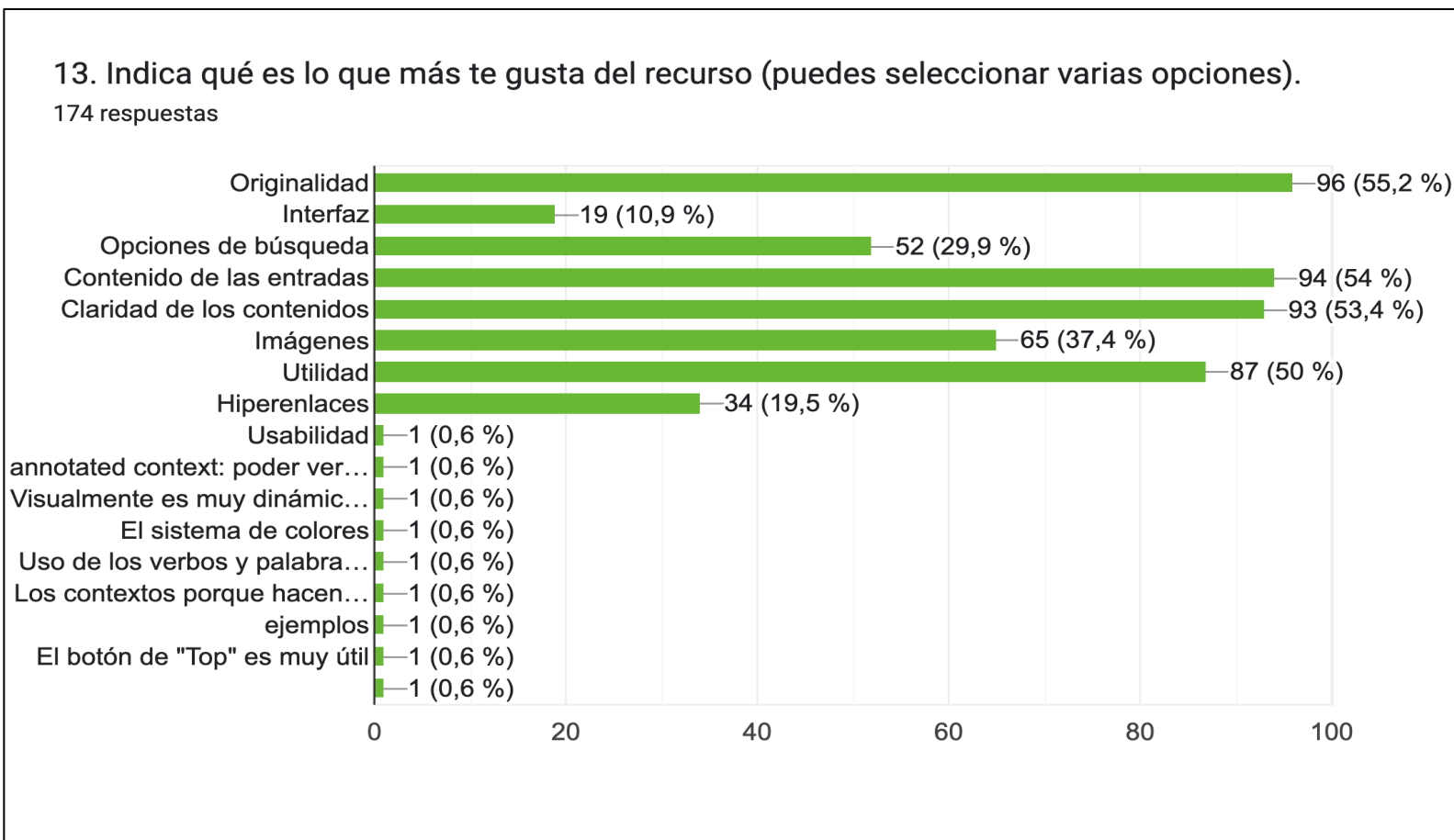
175 respuestas





4. RESULTS

In 3 questions respondents provide useful comments for improvement.

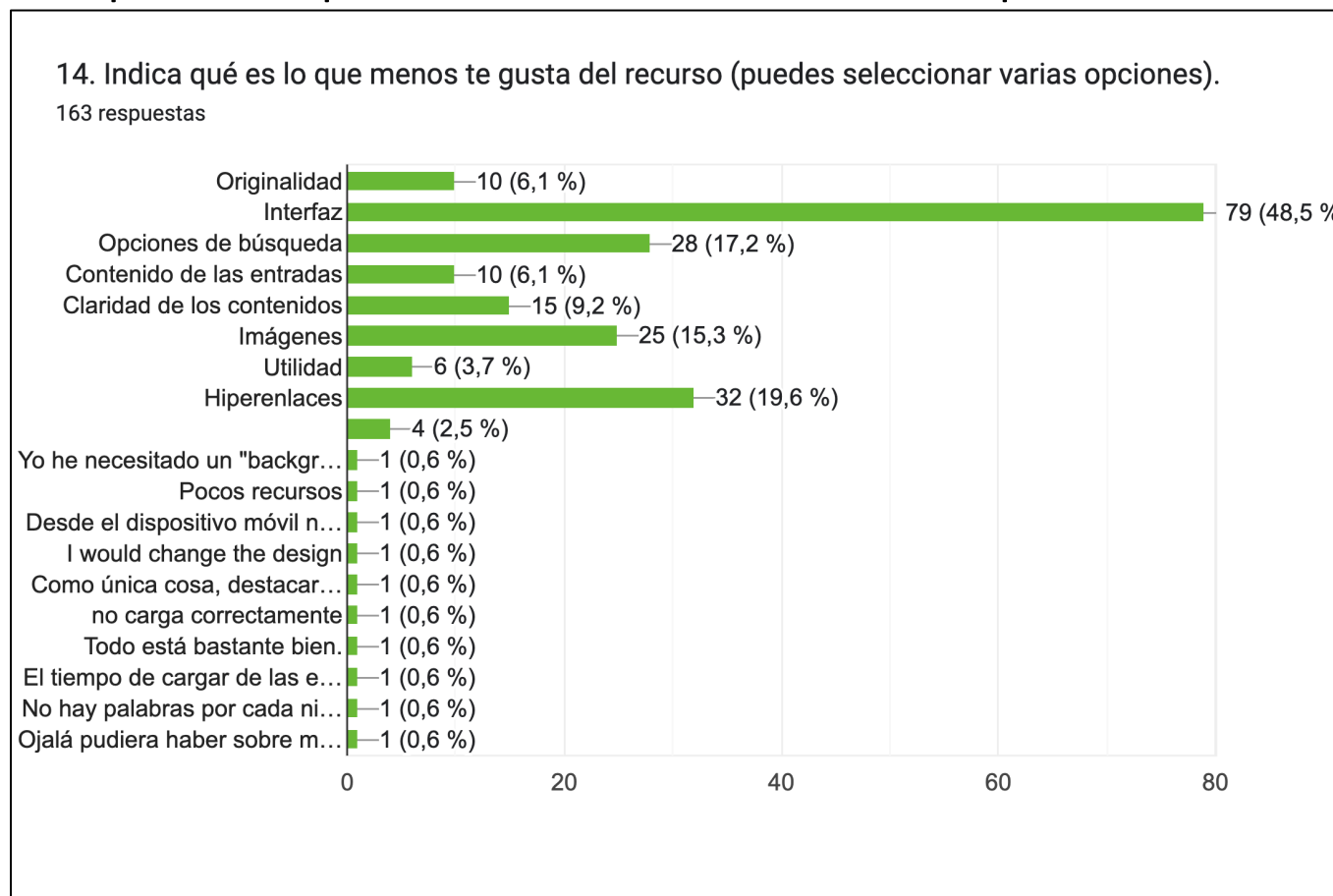


- Originalidad
- Interfaz
- Opciones de búsqueda
- Contenido de las entradas
- Claridad de los contenidos
- Imágenes
- Utilidad
- Hiperenlaces
- Otra...



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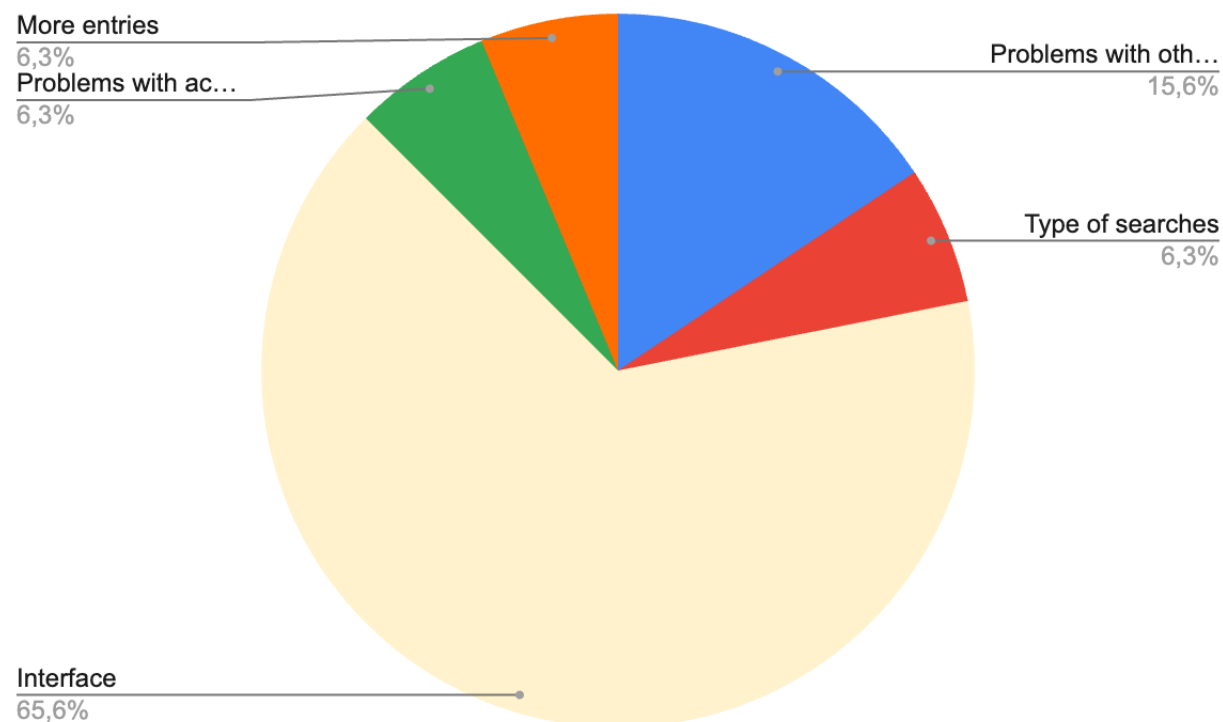


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4. RESULTS

Other comments mainly regarding interface (colours, user-friendliness) and use on other platforms.



No hay nada mejorable.

Realmente, creo que no hace falta cambiar demasiado, ya que la originalidad y la forma en la cual puedes manejar dicha herramienta es sencillamente brutal.

5. CONCLUSIONS





5. CONCLUSIONS

- Surveys → useful assessment tool BUT poor participation if there's no direct contact.
- *DicoAdventure* is a very useful tool according to their users but needs some improvements regarding:
 - Interface
 - Usage on other platforms different from computers (tablets, mobile phones)

Any question?



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