

“Hey Siri, can I learn English by talking to you?”

Insights from a multilevel **meta-analysis** on the effectiveness of **dialogue-based CALL**



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Dialogue-based CALL

Transcript Objectives Directions

Hi.

What are you doing?

Not much. I was just invited to a wedding.

When is the wedding?

It's on the 4th of July.

Who is getting married?

It's my big sister's wedding.

Where is the wedding?

It's in New Mexico.

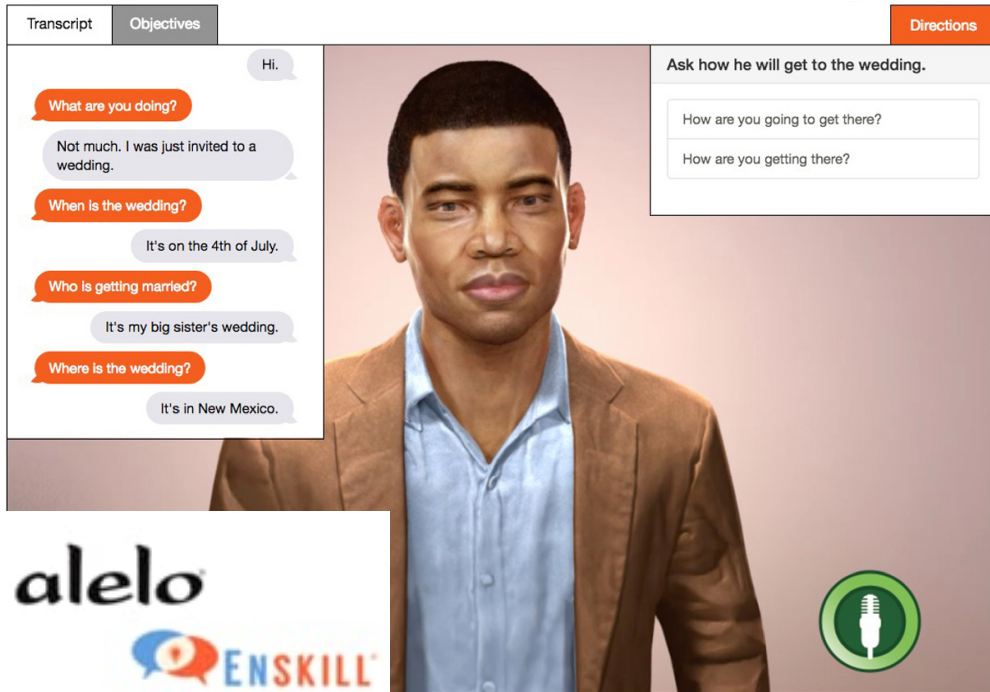
Ask how he will get to the wedding.

How are you going to get there?

How are you getting there?

alelo

ENSKILL



Apple
Siri



duolingo bots

Progress bar

You should choose the polka dot shirt

All right! Which **shoes** do you like?

zapatos

Escribe en inglés

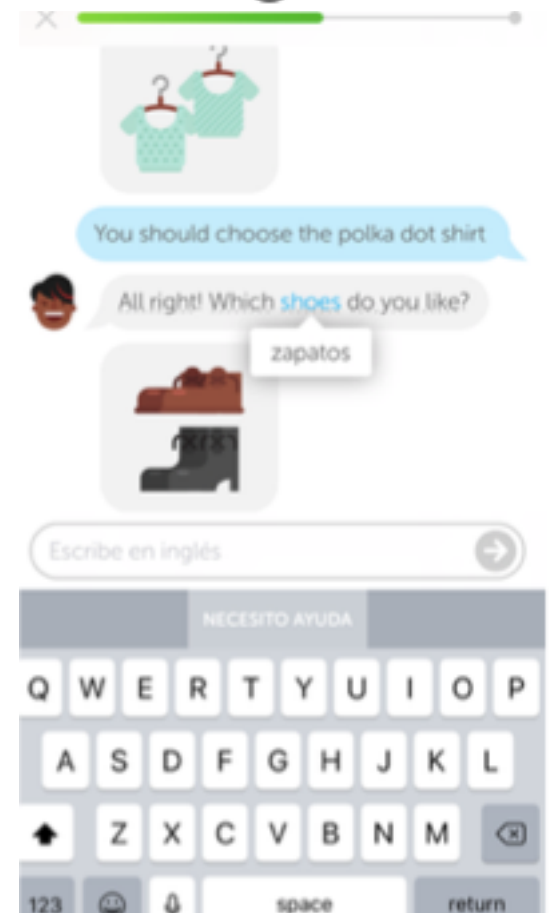
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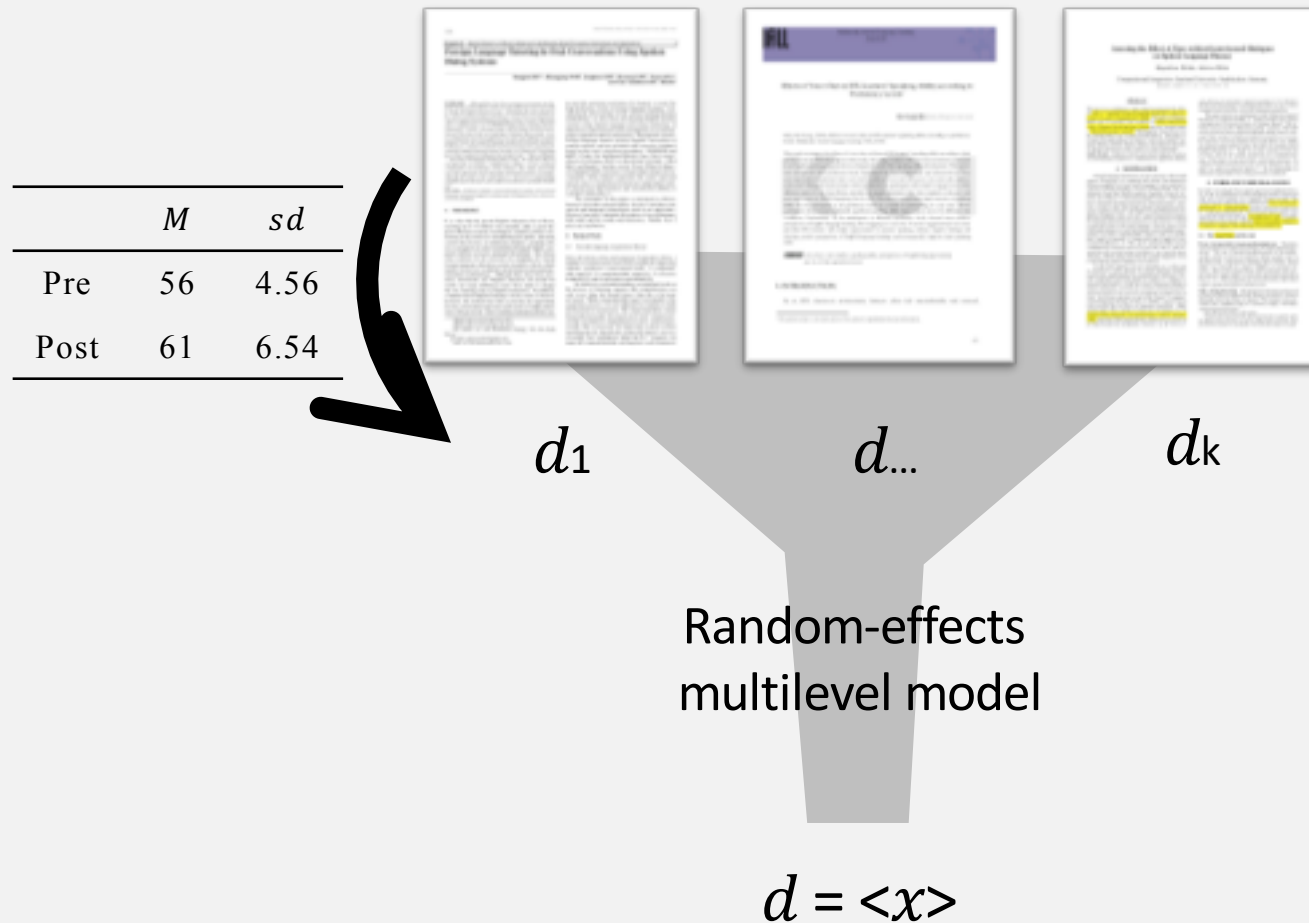
A S D F G H J K L

↑ Z X C V B N M ↵

123 ☺ ↓ space return



Meta-analysis of effectiveness studies



Insights from a multilevel meta-analysis on the effectiveness of dialogue-based CALL

Object: dialogue-based CALL

Dialogue systems, chatbots, agents

Methods: meta-analysis

Studies collection and selection, effect sizes calculation and multilevel modeling

Results: effectiveness for L2 learning

General effectiveness

Relative effects per population, treatment characteristics and outcome variables



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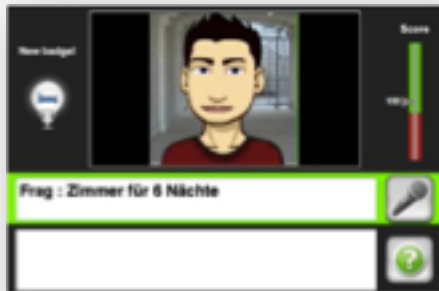
Dialogue-based CALL

Dialogue-based CALL refers to
any application or system allowing,
to maintain a **dialogue**
[immediate, synchronous interaction]
[written or spoken]
with an **automated agent**
[tutorial CALL (≠ CMC)]
for **language learning** purposes.

Dialogue-based CALL

Typology of systems

(Bibauw *et al*, under review)



Form-focused dialogue systems

Explicit constraints on meaning,
focus on form/forms

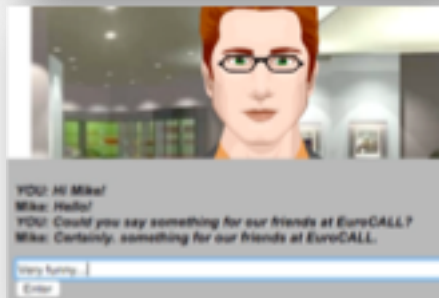
e.g., **ICALL** intelligent language tutors, and Computer-assisted pronunciation training (**CAPT**) systems



Goal-oriented dialogue systems

Contextual constraints (task, situated conversation...),
mostly focus on meaning and interaction

e.g., **Conversational agents in virtual worlds**



Reactive dialogue systems

Free, user-initiated, open-ended dialogue

e.g., **Chatbots**, and **personal assistants**

Here, simplified typology (left out *Narrative systems*)

Dialogue-based CALL

Recent evolutions

Rich history of studies & systems:

- First attempts in the 80s (Underwood 1982, 1984)
- *Intelligent Language Tutors* developed in the 90s (Holland et al, 1995)
- Efforts with speech and dialogue in the 2000s (Raux & Eskenazi, 2004; Seneff et al, 2007; Morton et al 2012)
- Principled technological convergence more recently (Petersen, 2010; Wilske, 2015)

But nearly all systems remained internal, research-only prototypes, never made accessible to the public.

→ No comparability, no replicability

But, recently, **major advances towards publicly available tools** (Duolingo Bots, Alelo Enskill, ETS HALEF) and **joint efforts between industry and researchers** to compare the systems and establish common ground (Sydorenko et al, 2018)

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Meta-analysis of effectiveness studies

Aggregate results from multiple experimental studies

Treat each study as a subject

Get a more powerful, generalizable, stable and precise idea of the effectiveness of dialogue-based CALL on language learning

Analyzing certain moderator variables to identify tendencies inside the data

Meta-analysis

Search & collection process

1. **Database** search
in Web of Science, Scopus, ProQuest...

Search syntax:

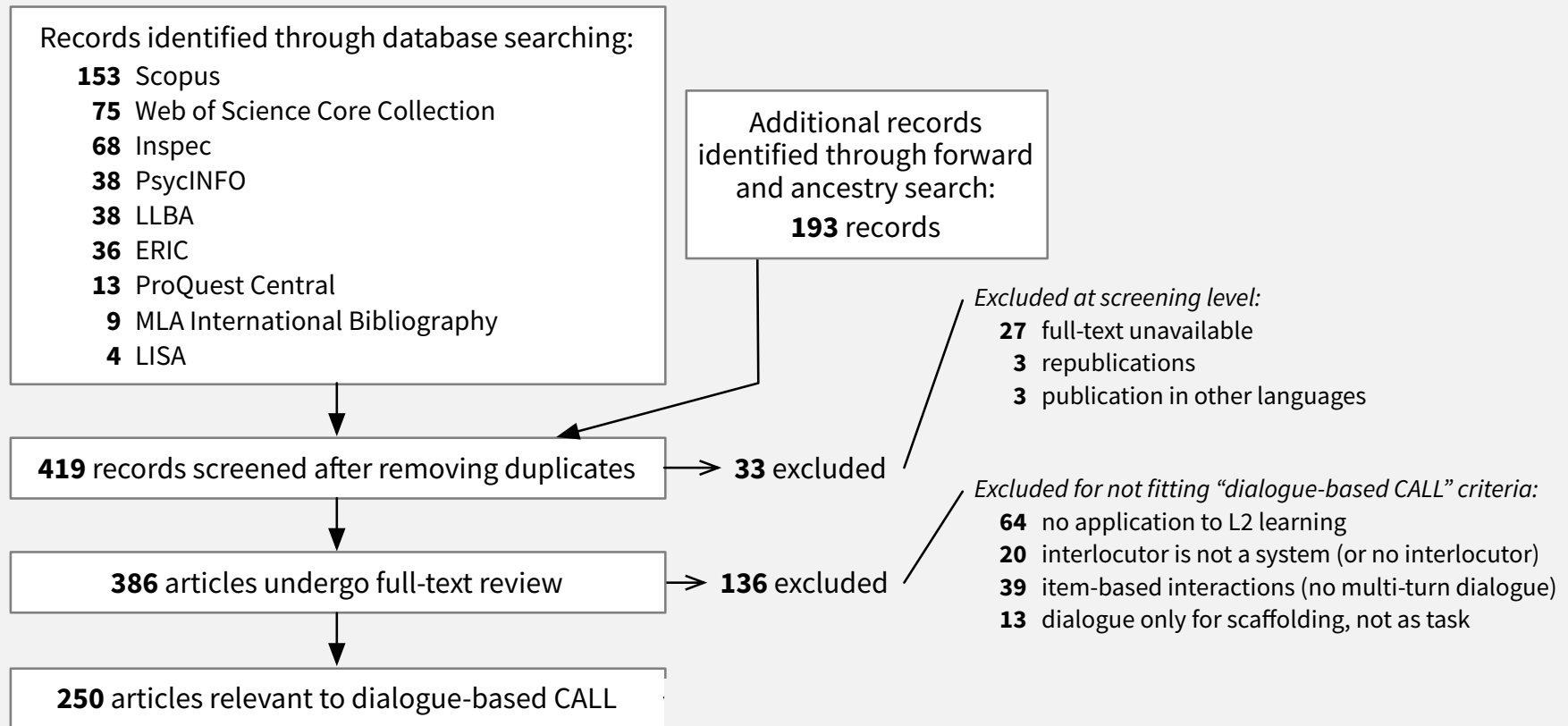
(chatbot / chat bot / chatterbot /
conversational agent / conversational companion
/ conversational system / dialog* system /
dialog* agent / dialog* game / pedagogical agent
/ human-computer dialog* / dialog*-based) +
((language / English) (learning / teaching /
acquisition) / (second / foreign) language / L2
/ EFL / ESL / ICALL)

2. **Ancestry** search
Older publications cited by ref
3. **Forward** citations
New publications citing ref

Note on journal search: 40/250 publications
from the 4 major CALL journals (19 CALL, 13
CALICO J., 4 ReCALL, 4 LL&T)

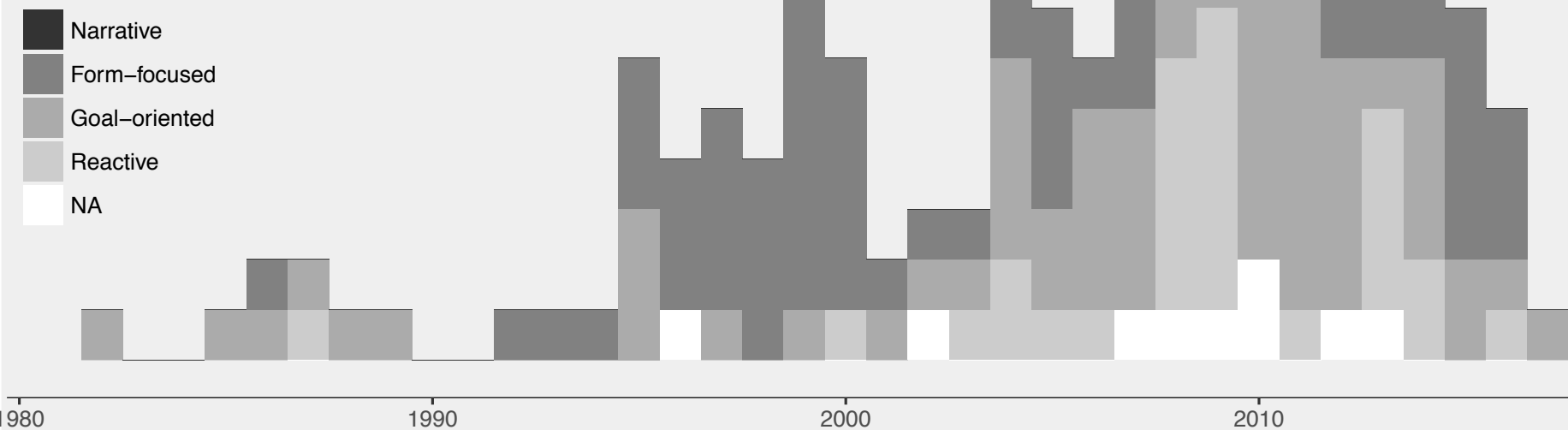
Meta-analysis

Inclusion/exclusion process



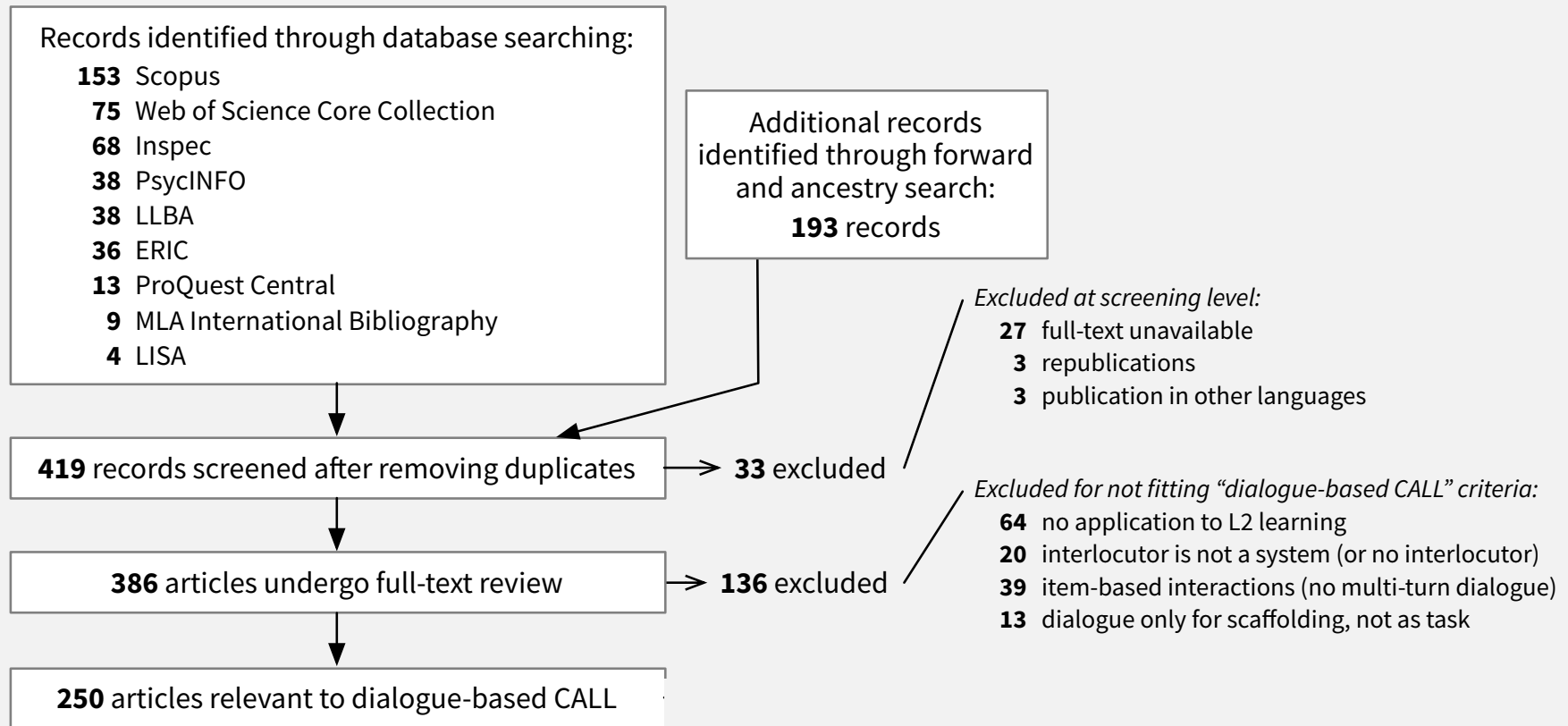
Studies on dialogue-based CALL

250 papers
114 different systems



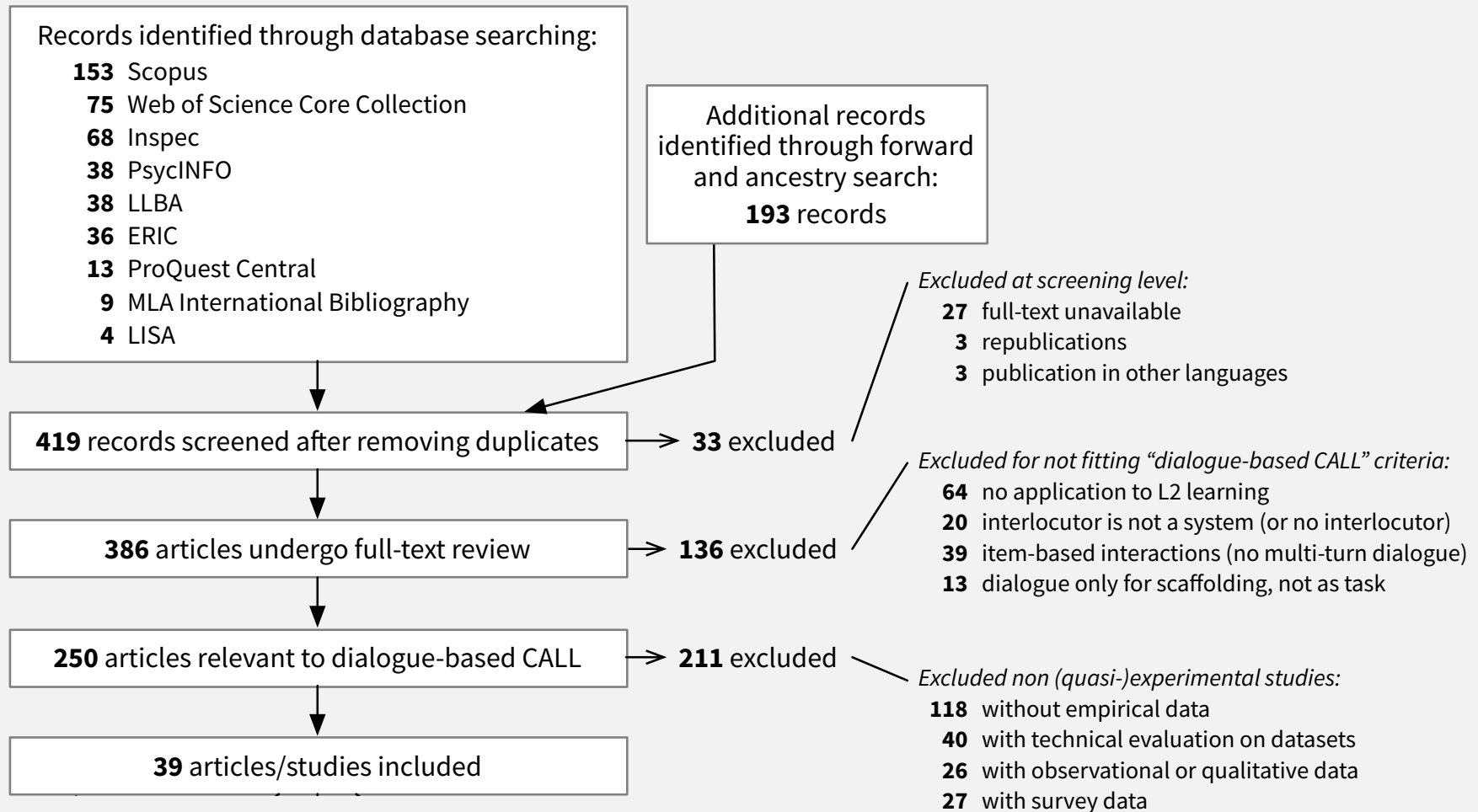
Meta-analysis

Inclusion/exclusion process



Meta-analysis

Inclusion/exclusion process



Coding scheme

ref	system	dep_var	proficiency_level	n_treatment	n_t_pre	n_t_post
Lee et al 2012	POMY	Comprehension	A1	21	10.9500000	10.6700000
Harless et al 1999	Conversa	Comprehension	<NA>	9	73.0000000	75.0000000
Lee et al 2014	POMY	Accuracy	mixed	25	-0.3081438	-0.2611765
Lee et al 2012	POMY	Accuracy	A1	21	31.6200000	40.6200000
Hassani et al 2016	IVELL	Accuracy	A2	10	-0.0670000	-0.0360000
Rayner & Tsurakis 2013	CALL-SLT	Accuracy	A1	12	0.0000000	22.8876200
Hassani et al 2016	IVELL	Complexity	A2	10	0.4160000	0.6920000
Lee et al 2012	POMY	Fluency	A1	21	33.5700000	47.4800000
Lee et al 2014	POMY	Fluency	mixed	25	136.3000000	170.0000000
Hassani et al 2016	IVELL	Fluency	A2	10	-0.4180000	-0.2620000
Wolska & Wilske 2011	[Wilske2]	Fluency	mixed	6	0.5700000	0.6800000
Wilske 2014	[Wilske2]	Fluency	mixed	7	0.8200000	0.8600000
Wolska & Wilske 2011	[Wilske2]	Fluency	mixed	6	2.0500000	2.1900000
Wilske 2014	[Wilske2]	Fluency	mixed	7	2.3900000	2.4600000
Kim 2016	Indigo	Proficiency	A1	20	64.5000000	112.5000000

Publication variables

author, year, publication type, source, sample...

Population variables

context, age, L1, L2 proficiency level

Treatment variables

experimental design, treatment duration (weeks),
time on task (hours), number of sessions,
treatment density (packed vs. spaced)

System variables

system, target L2, system_type, dialogue_type,
primary_modality, corrective_feedback, initiative,
embodied_agent, gamified...

Instruments/outcome variables

proficiency/complexity/accuracy/fluency/vocabulary,
speaking/writing, specific test

Quantitative results

n, mean, sd (pre/post, experimental/control)

Meta-analysis

Computable effect sizes

Effect size: standardized measure of the observed (here, learning) effect

Effect size (d) typically computed over:

- **mean**
- **standard deviation**
- **n** (subjects)

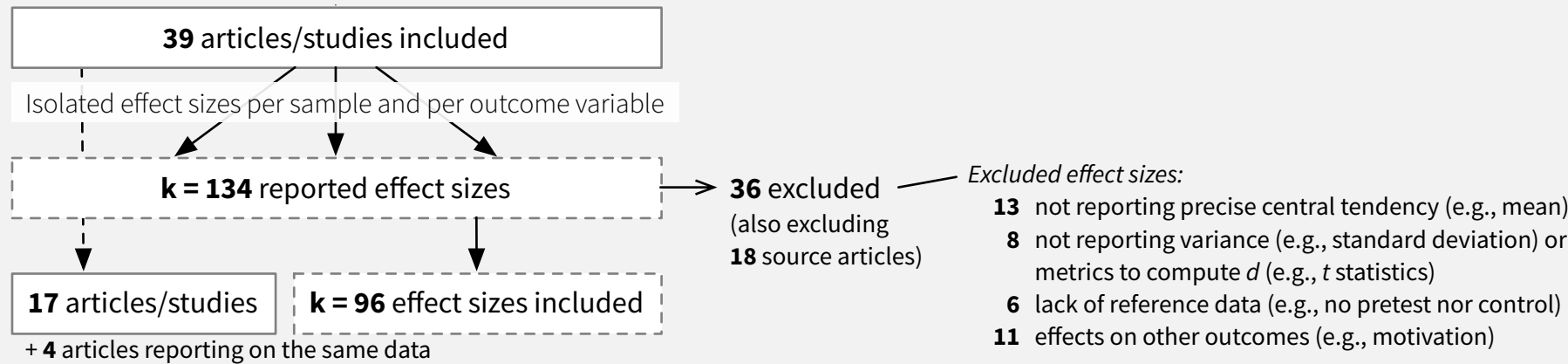
for each group/measurement point
(or alternate: t -score, etc.)

Not available for all studies (especially older studies)

Asked the authors for raw data
(worked for some – thanks to them!)

Meta-analysis

Inclusion of individual effect sizes



$k = 96$ effect sizes

Meta-analysis

Effect size calculation

Effect size: standardized measure of the observed (here, learning) effect

Usually, in SLA/CALL:

Standardized Mean Difference

Cohen's d ($M_{\text{post}} - M_{\text{pre}} / SD_{\text{pooled}}$)

Hedge's g



	Exp. Grp M (sd)	Control M (sd)
Post	61 (6.2)	57 (7.4)

EC

	M (sd)
Pre	56 (4.3)
Post	61 (6.2)

PP

	Exp. Grp M (sd)	Control M (sd)
Pre	56 (4.3)	54 (5.6)
Post	61 (6.2)	57 (7.4)

ECPP

Standardized Mean Change



Meta-analysis

A comparable effect size metrics

Morris & DeShon (2002) offer a solution:
comparable metrics across experimental
designs (EC / PP / ECPP)

- *change* metric (aligned on *within*-group effect)
- *raw* metric (aligned on *between*-groups effect)

We selected the *raw* metric formula:

$$d_{PP} = J(df_{PP}) \left(\frac{M_{\text{post},E} - M_{\text{pre},E}}{SD_{\text{pre},E}} \right)$$

$$d_{ECPP} = J(df_{ECPP}) \left(\frac{M_{\text{post},E} - M_{\text{pre},E}}{SD_{\text{pre},E}} - \frac{M_{\text{post},C} - M_{\text{pre},C}}{SD_{\text{pre},C}} \right)$$

Meta-analysis

Summary effect size

Model computes a **summary effect** by aggregating all the single study effect sizes

Weighting according to sample size and precision

→ More powerful, more stable, more precise and generalizable than the individual study effect sizes

Meta-analysis

Multilevel modeling

Publications report multiple outcome measures (e.g., vocabulary and morphology tests) or multiple sampling groups (e.g., proficiency levels)

Traditional meta-analysis techniques allow only one (independent) effect size per study, but losing thus all the information on distinct implementations

⇒ Including all the variation without “fooling” the model with non-independent measures:

Multilevel modelling

Aggregates **multiple effects per study**, by adding an intermediate level of *within-study* variation.

Table 1: Levels of multilevel meta-analytic model

	Level	Number of clusters/items	Source of variance
1	Samples	$k = 96$ ($n = 803$)	Random sampling variance
2	Effects sizes	$k = 96$	Variation within study
3	Studies	$l = 17$	Variation between studies

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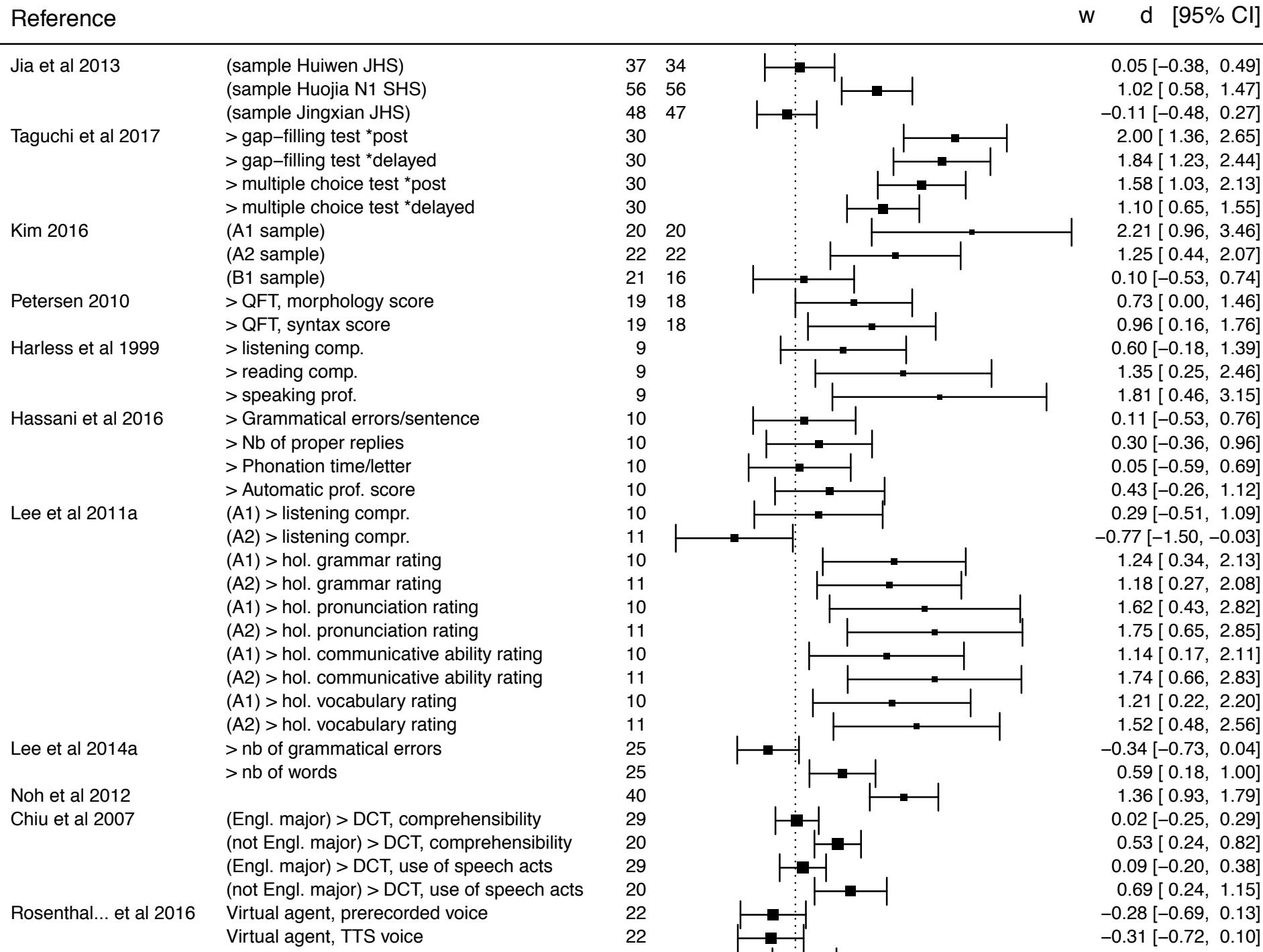
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General effectiveness

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Results

Summary effect

General effectiveness of dialogue-based CALL
for L2 proficiency development ($k = 96$):

$d = 0.605$ ***

95% CI = [0.377, 0.833]

= Medium effect (Plonsky & Oswald, 2014)

Results & discussion

Summary effect compared to CALL/SLA

Global effect close to the median of meta-analyses in CALL/SLA (Plonsky & Oswald, 2014)

- $\gtrsim$ game-based learning ($d = .53$, Chiu et al, 2012)
- $\lesssim$ CALL in general ($d = .84$, Plonsky & Ziegler, 2016)

Consistent with effect of face-to-face interaction (Mackey & Goo, 2007) and SCMC.

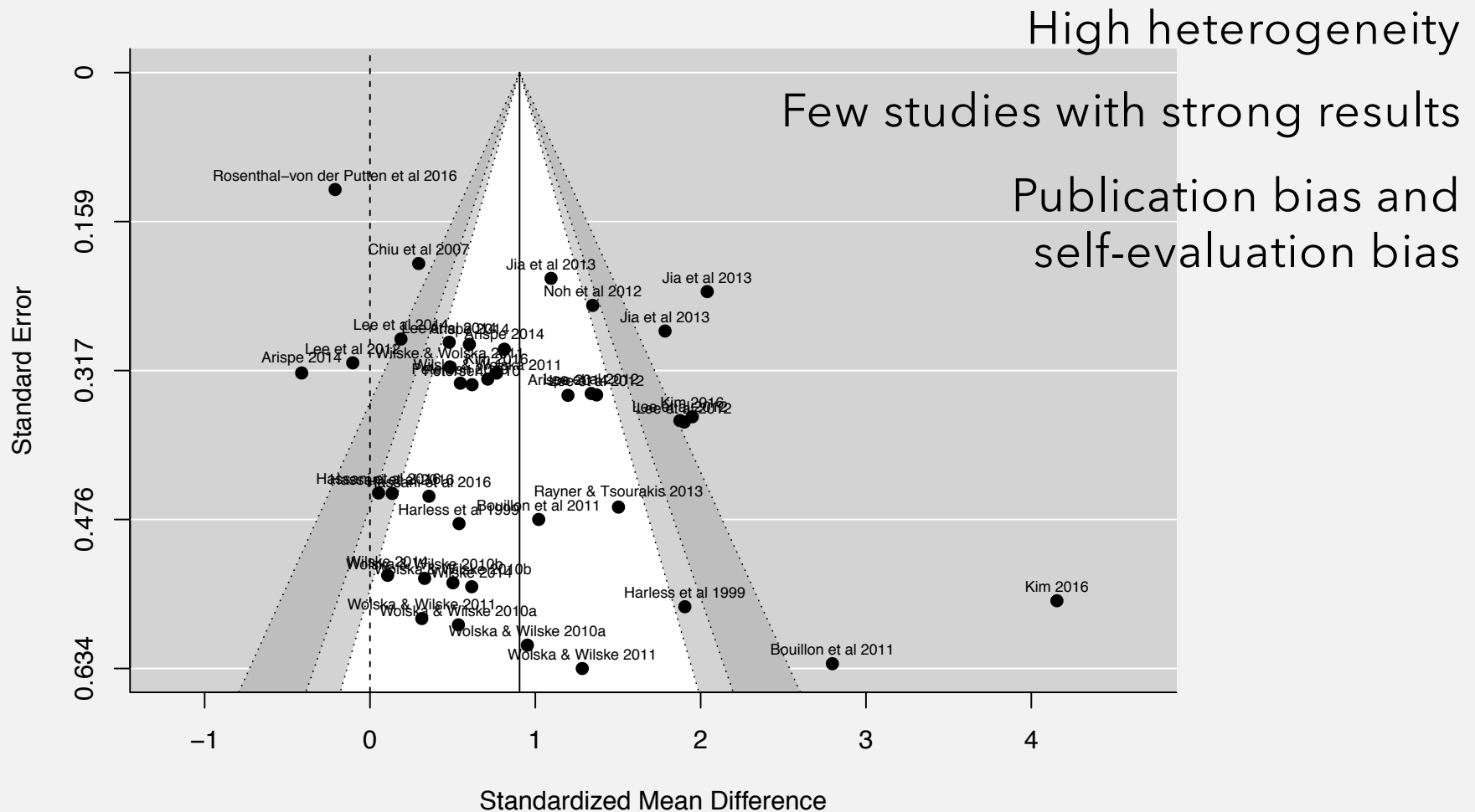
- $\lesssim$ F2F interaction ($d = .75$, Mackey & Goo, 2007)
- $\lesssim$ SCMC (Ziegler, 2015; Lin, 2015)

Slightly inferior, but logical:

- Human interlocutors remain the gold standard!
- Outcome variables often very ambitious (holistic proficiency...) and treatment duration often very reduced ($\leq 3h$)

Results & discussion

Limitations



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Results

Moderator analysis

Insights about the influence of some
covariates/moderators

Sample and context

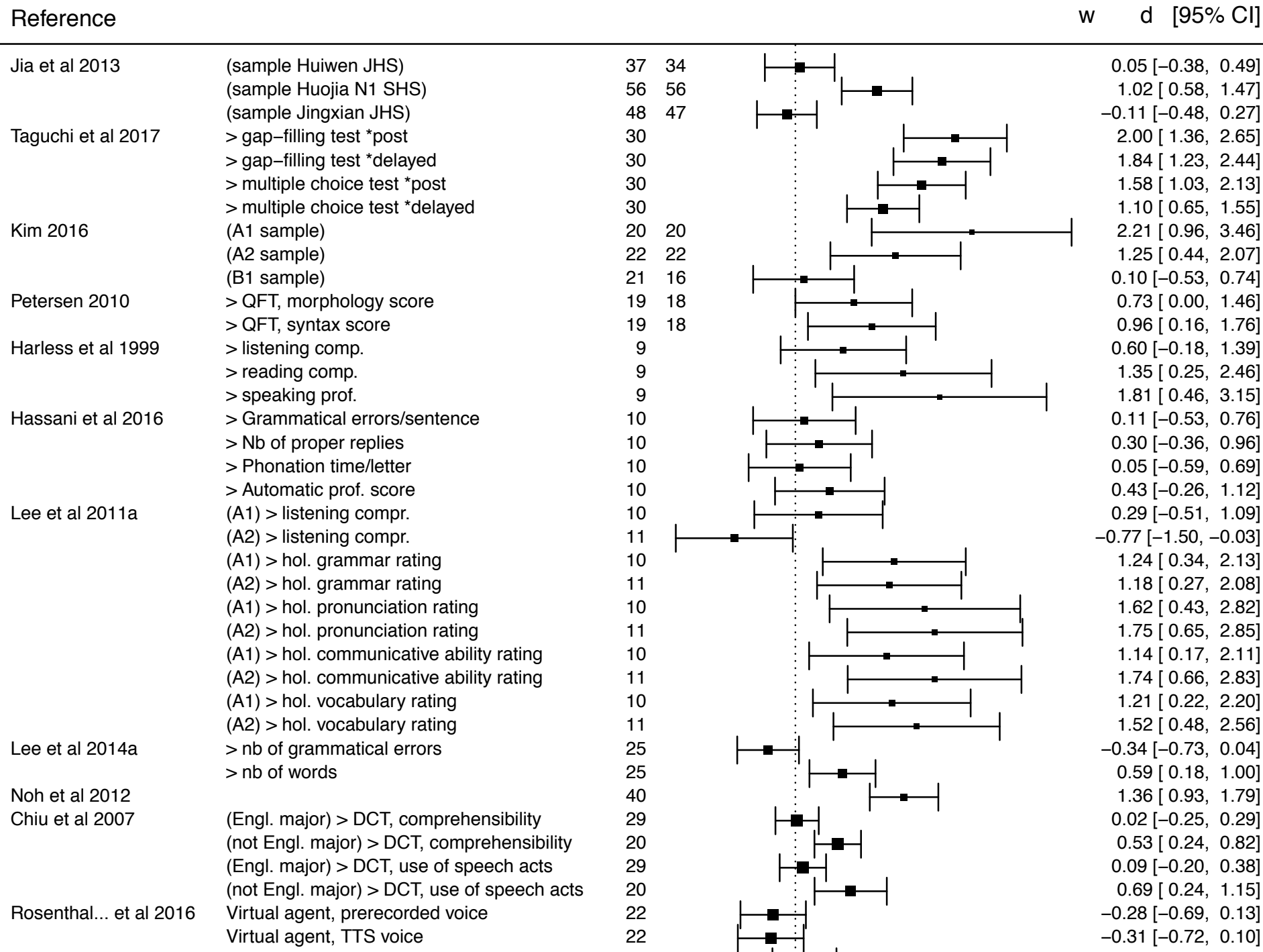
context, age, L1, L2, proficiency level

System (treatment) variables

system, system type, dialogue type,
primary modality, corrective feedback,
initiative, embodied agent, gamified...
treatment duration (in weeks),
time on task (in hours)

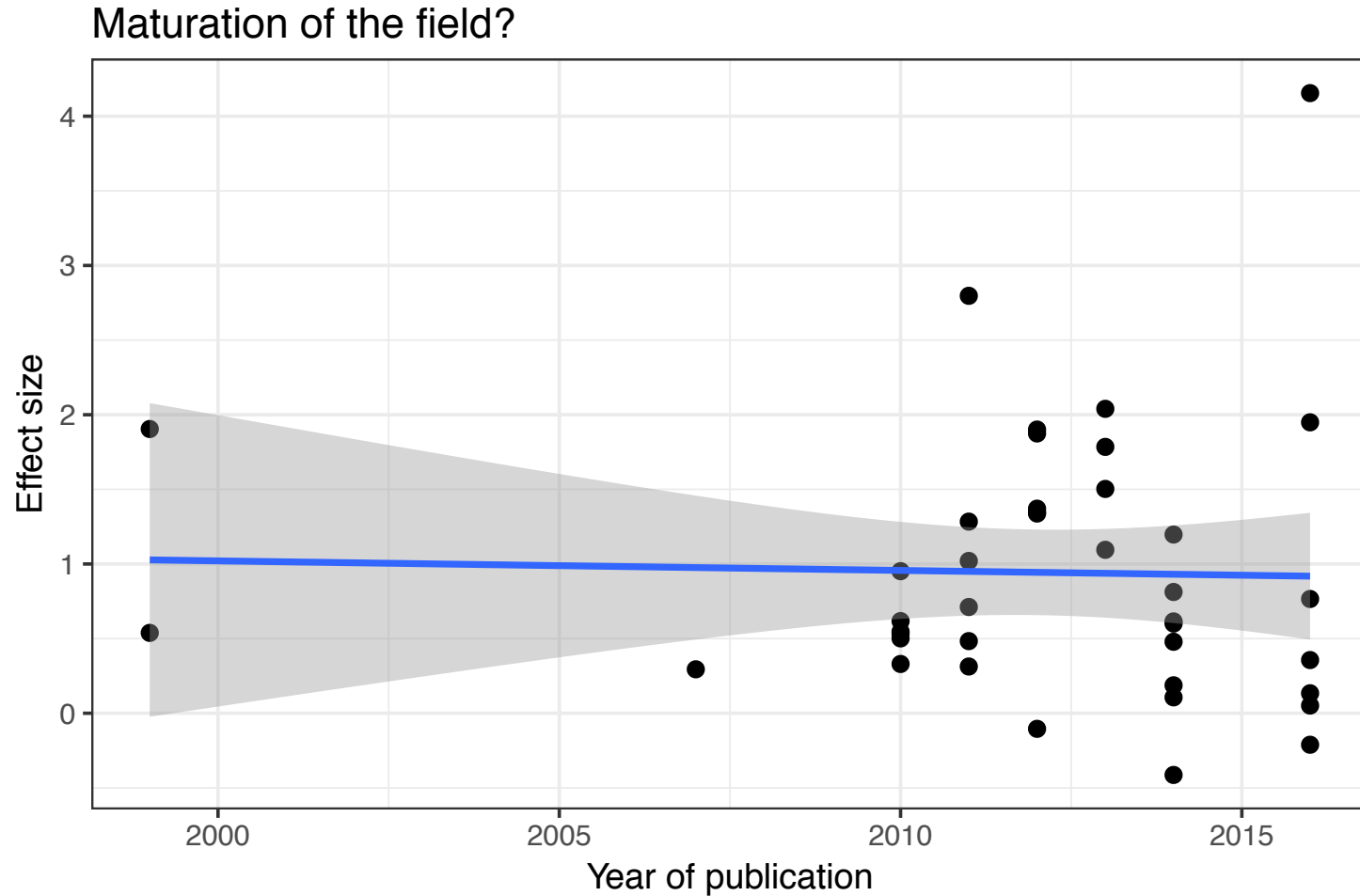
Instruments/outcome variables

proficiency/complexity/accuracy/fluency/
vocabulary, speaking/writing, specific test



Moderator analysis

Evolution across time

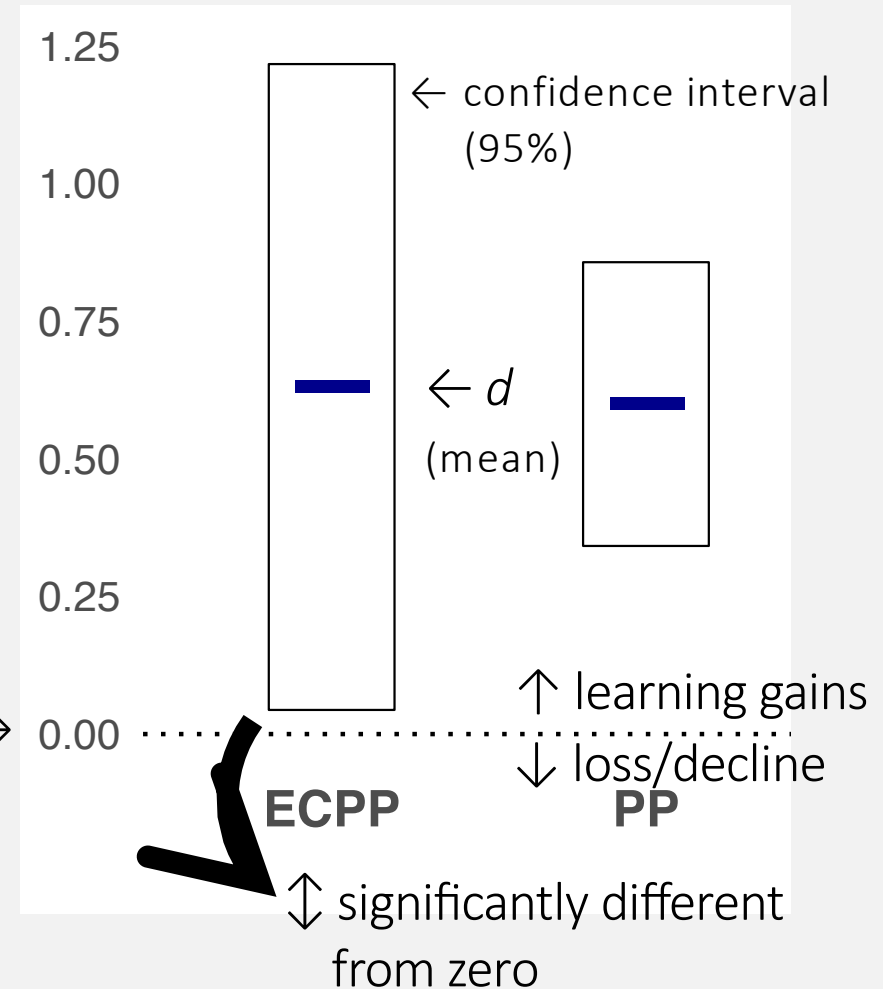


Moderator analysis

Experimental design

No major difference
(much more PP studies, so
more confident result)

0 = no effect →



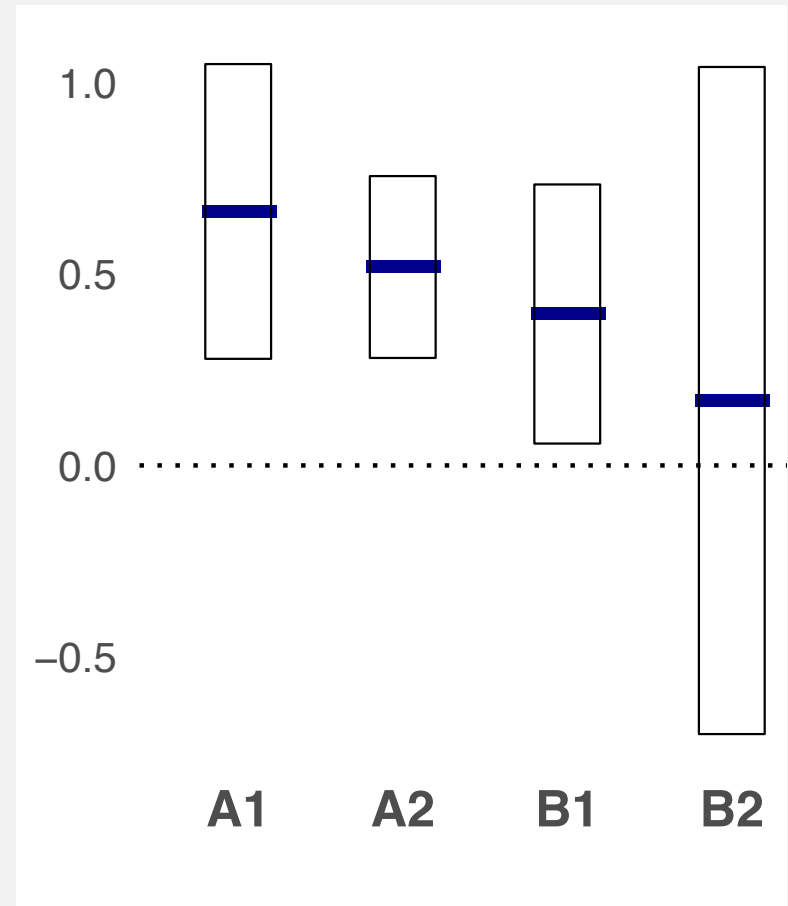
Moderator analysis

Participants: L2 proficiency

Beginners benefit more from these systems than advanced learners

Very significant difference and predictor

($Q(df=3) = 10.8, p < .001$)

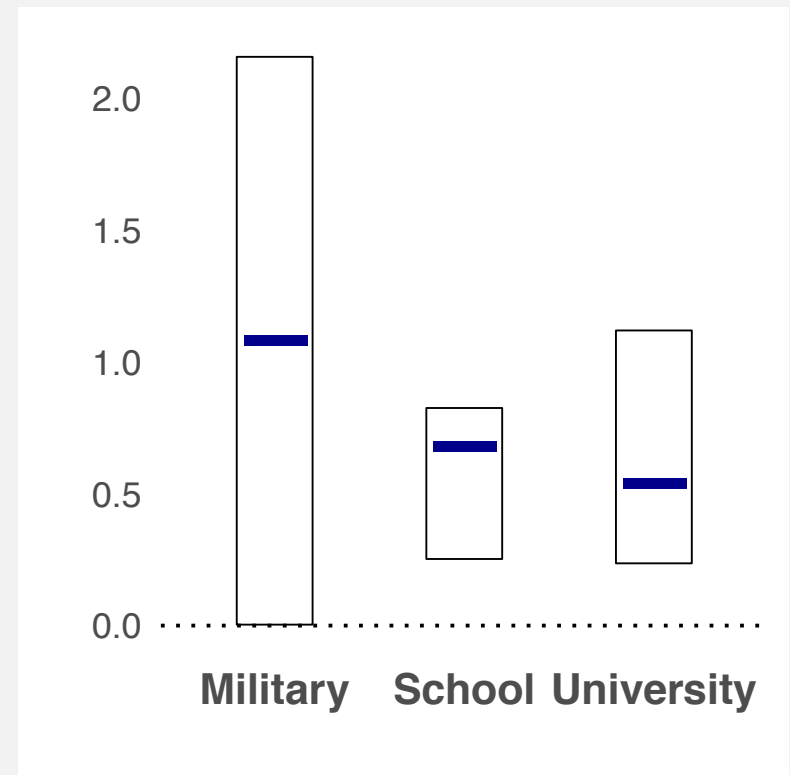


Moderator analysis

Context

No significant difference
($p = .58$)

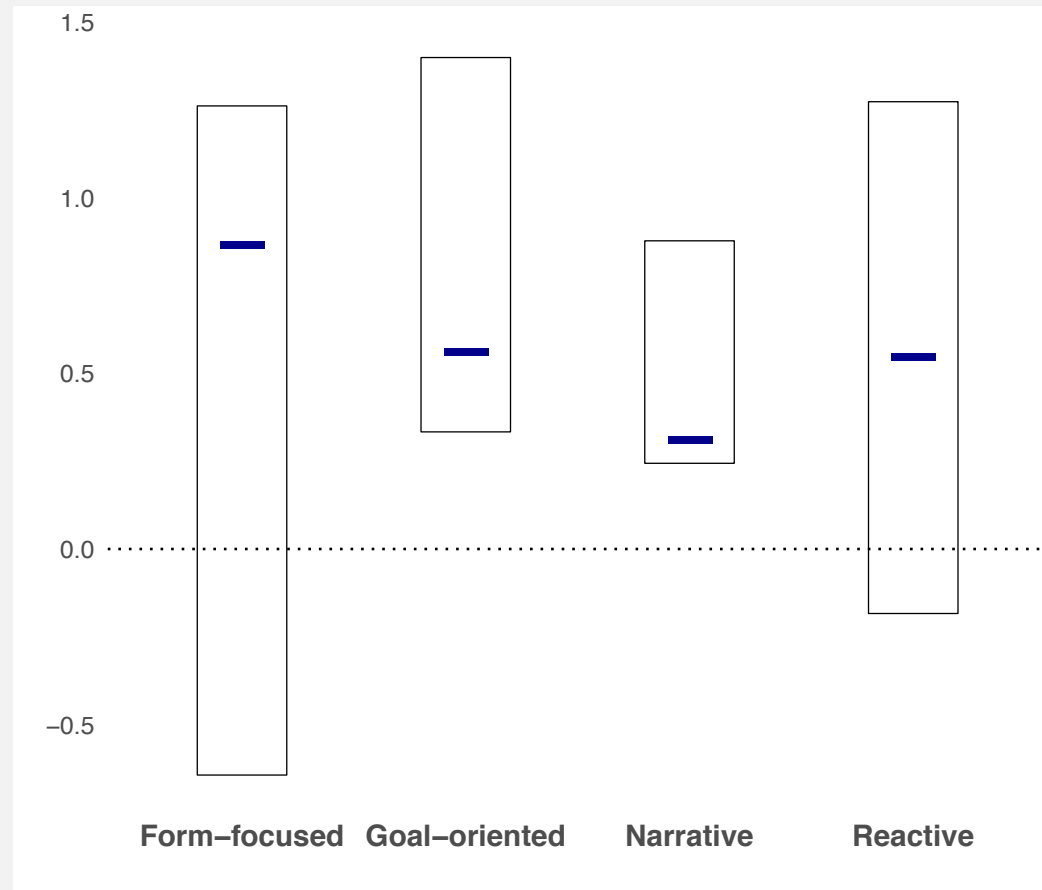
Seems to be effective both in the school as the university context (+ external, such as military, underrepresented).



Moderator analysis

Type of system

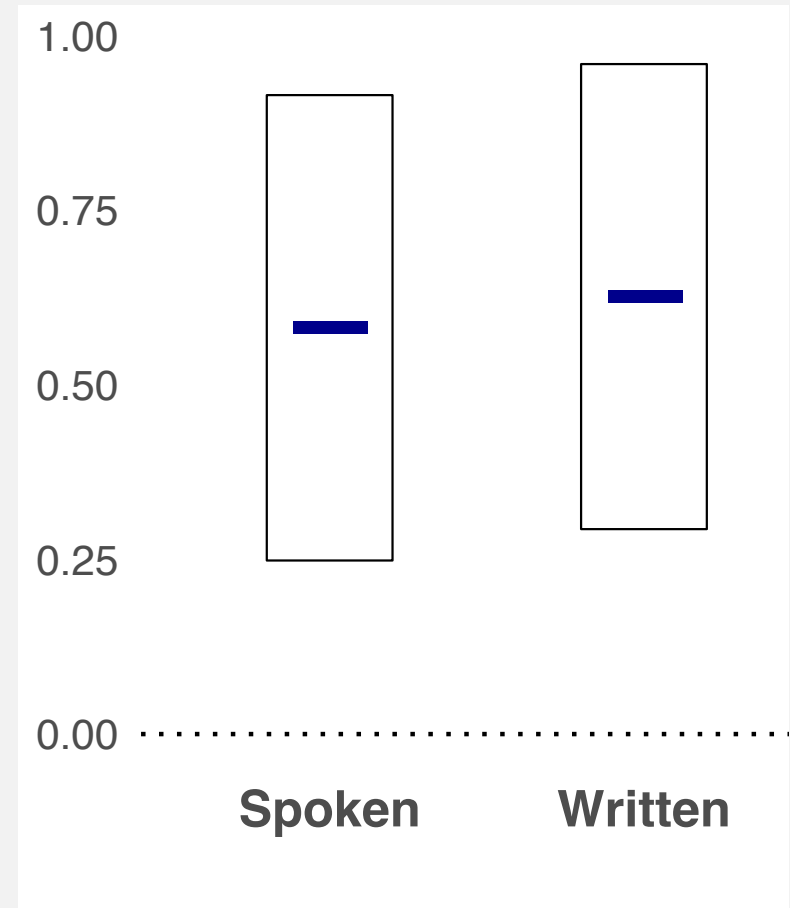
Goal-oriented systems
seem to be more
effective globally.



Moderator analysis

System modality

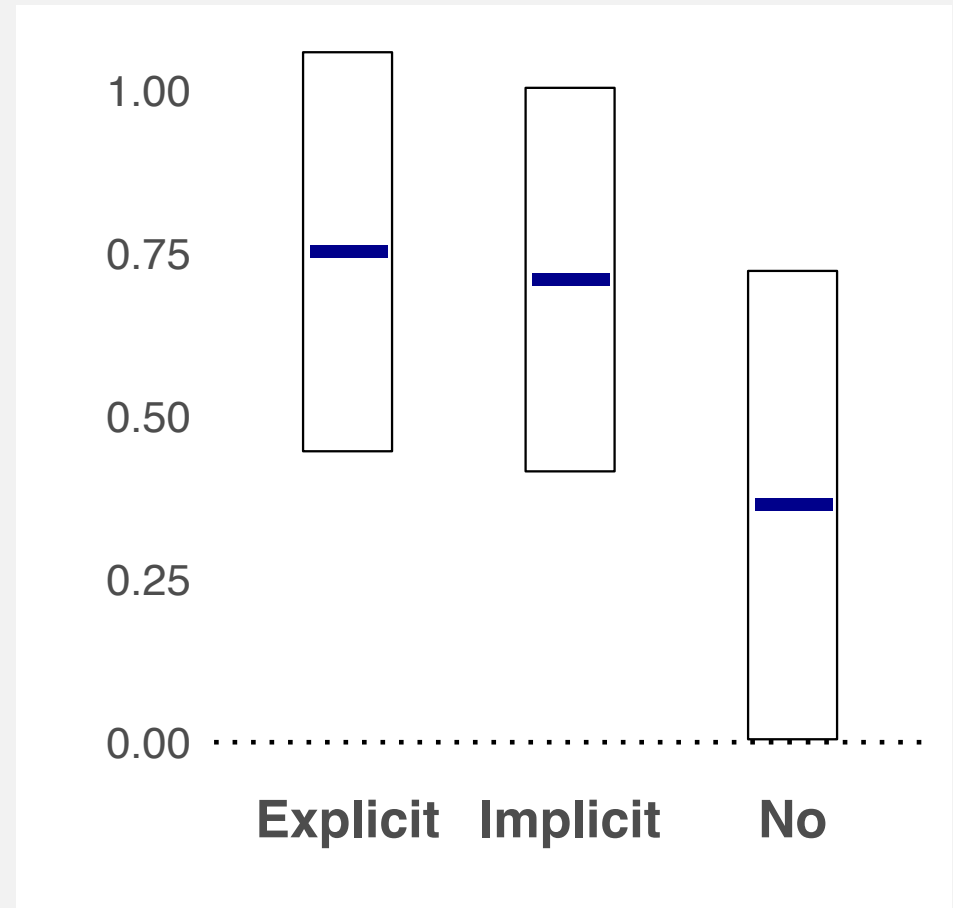
Very similar effects, in both modalities.



Moderator analysis

System: Corrective feedback

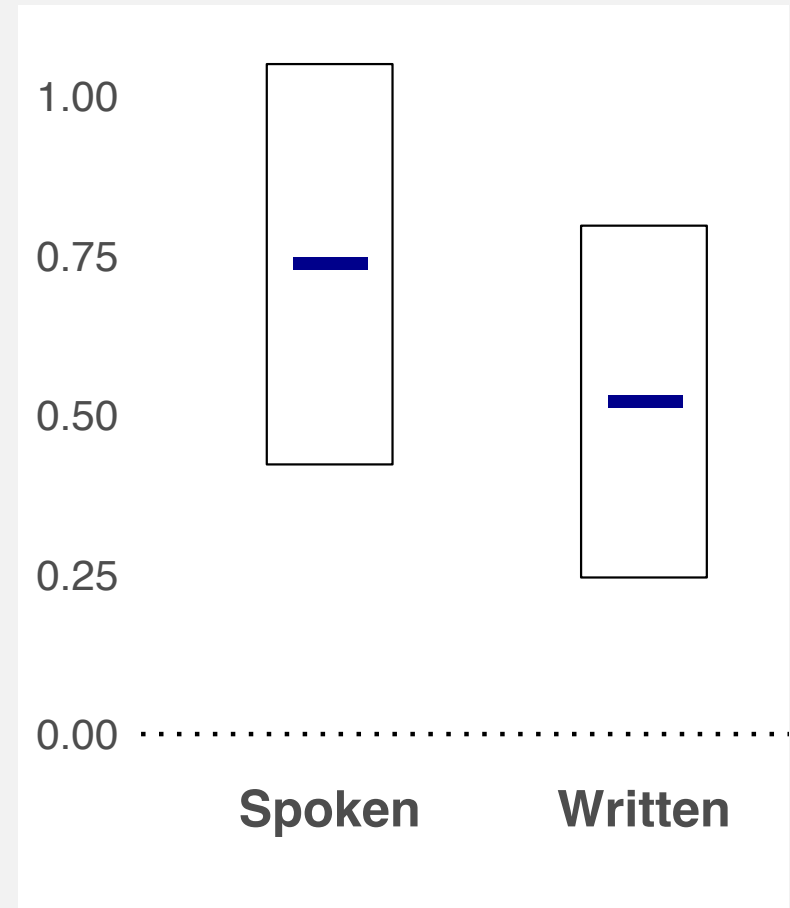
Consistently with what we know about corrective feedback, systems providing feedback are much more effective



Moderator analysis

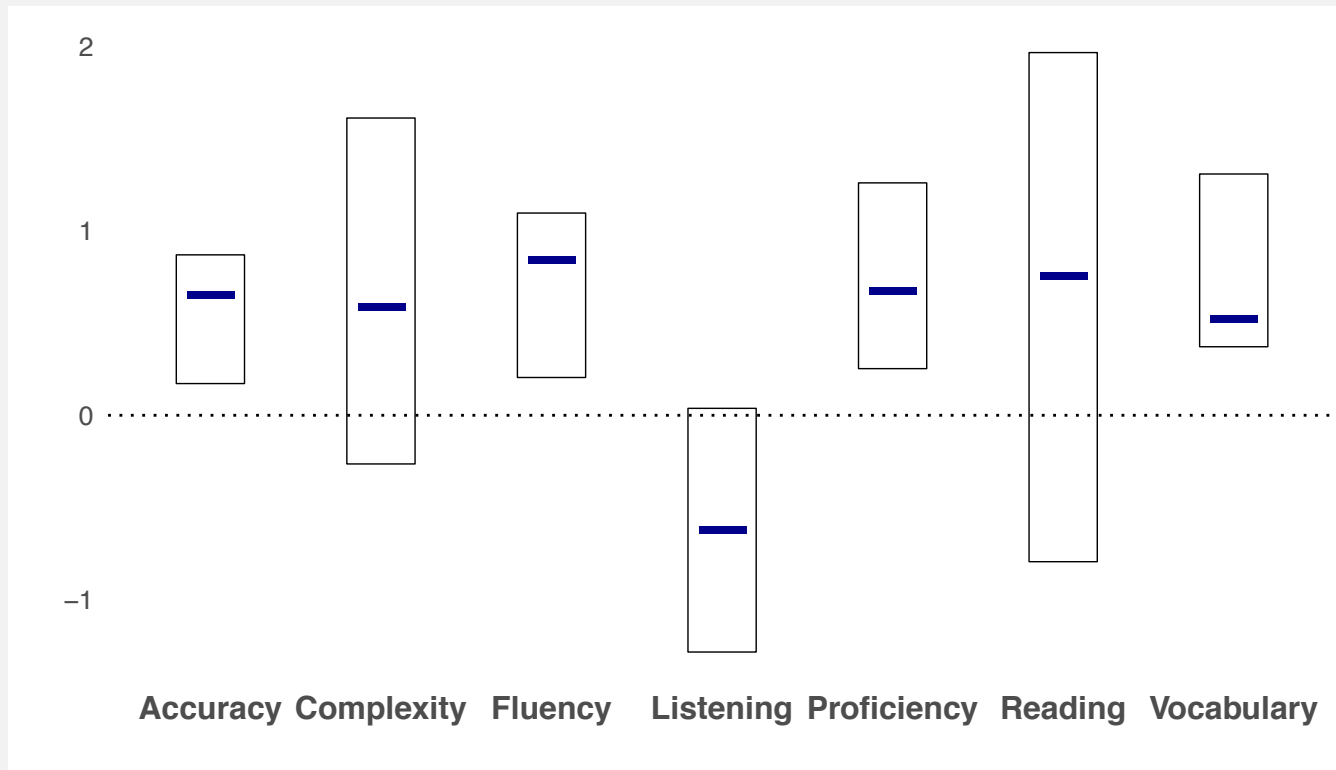
Outcome modality

Higher effect on speaking



Moderator analysis

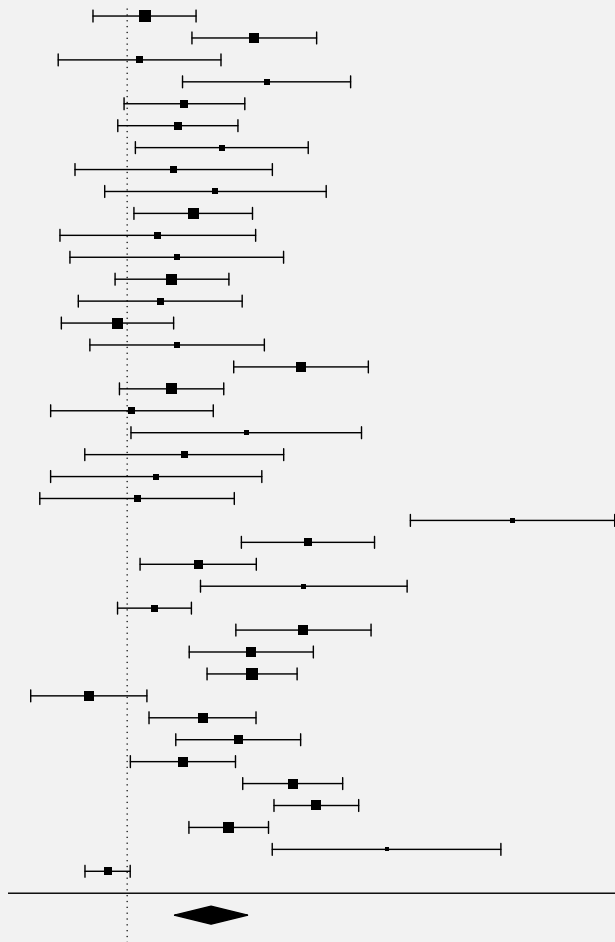
Outcome variables



More promising effects on **fluency**

Dialogue-based CALL: meta-analysis

Summary



Medium effect of dialogue-based CALL on L2 proficiency development
 $d = .605^{***}$

Possibly differentiated effect depending on **proficiency level, system modality & test modality**
But these observations still need to be confirmed by other studies

Need for more **comparable designs, big enough samples and precise instruments**

Future research should inscribe itself in this emerging field and compare its results within the field

Thank you! Merci! Dank u! ¡Gracias!

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