Multimedia Resources for Learning Indigenous Languages

Clickables: (video) app logos link to screen recordings of the apps being used, the iOS and Android icons link to the app's iOS or Android store page, the website icon links to the resource page if it's web-based.

Prominent Indigenous developers of Indigenous language revitalization apps:

- Thornton Media, Inc. http://www.ndnlanguage.com/
- Ogoki Learning, Inc. http://www.ogokilearning.com/
- Binasii https://www.facebook.com/binasii.inc/ (no external website)

Each is owned and operated by Indigenous peoples who partner with communities and community groups to develop custom Indigenous Language Revitalization and Second Language Learning applications. The apps are optionally web, Android, and / or iOS (Apple mobile operating system) based. They follow a single template (see Denesułįné and Saulteaux) with some variations, e.g. including a designated cultural section with stories, photos or videos.

Denesułiné (video)









Both apps' development supported by Thornton Media Inc





This is the most common format of ISLL apps. Ogoki, Thornton and Binasii. All follow very similar templates to this with few variations, often in lexical content and syntactic variation. None have an option to make an account, nor do they track progress or game/quiz scores.

- Word and phrase dictionary with 'search' function.
- Word and phrase categories (e.g. food, food phrases, kinship).
- For speaking practice, all words are accompanied by an audio clip and a button to record one's voice.
- Reading, listening, and self-assessed speaking quizzes for word category.
- Syntactic variations of phrases are shown as a group when viewing a single phrase (see 00:16 of Denesułiné video).

Northern Michif To Go (video)







This app is designed as an English > Michif translation dictionary:

- Dictionary app for words and phrases with a search feature, but no designated categories.
- Pages for each word show the Michif word, English word, and an isolated audio clip
- Allows words to be marked as 'favorite' and maintains a search history, as with web browsers.
- These bookmarks and favorite markers are maintained when opening/ closing the app.

Honour Water (video)

App development supported by Thornton Media Inc.





This app includes Anishinaabemowin songs with sing-along lyrics shown. The lyrics are interactive and can be used to learn some words of the Anishinaabemowin language:

- Selection of 3 songs.
- Lyrics and translations are shown along with the song playback.
- Each word can be selected to show a page for the word with the spelling, an isolated audio clip, its English translation, and any roots/suffixes.

Ta'ulthun Sqwal Learning the Sounds (video)

Learning the Sounds is the phonetics *section* of the Ta'ulthun Squal Hul'q'umi'num' Language Academy website



- The <u>Alphabet</u> page is a summary page of the sounds in Hul'q'umi'num'. Each sound's symbol (in green) can be clicked to play an audio clip of an example word that features the sound. Beside it is the written example word and its English counterpart
- The pages for <u>vowels</u>, consonants, glottal sounds provide detailed descriptions and a series of examples for each sound. Descriptions reference English, pointing out both differences and similarities to make learners aware of pitfalls. Here the text linked with the audio clip is the example word rather than the sound at hand, as there are multiple examples per sound. Beside it is its English counterpart.
- The <u>vowels</u> page begins with a single sound clip of all vowels.
- The <u>Sound Combos</u> page contains sections for consonant clusters (clusters beginning
 with s and word-initial clusters) and diphthongs (vowel followed by w or y). Here the
 sound clip
- Quiz Page has 20 questions: 10 fill-in-the-blank and 10 listening and writing questions. Each question provides an audio clip.
- The last page, <u>Challenging Sentences</u>, provides an opportunity to practice everything you've learned!

Learn Ditidaht! (video)



Learn Ditidaht is a website with multiple sections for learning. It has a log-in feature to save learning progress, game and quiz scores, and the learner's own audio recordings.

The <u>Sound School</u> page contains modules that teach the names by which the sounds (and letters) are referred, and sound identification. The modules address a subset of sounds (3-4) and contain matching games. The modules provide a reasonable number of repetitions while making it fun for the learner!

References

Ditidaht Language & Culture program. Learn Ditidaht! https://learnditidaht.ca/.

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