The Place of Dictionaries In Interactive CALL / Interactive Narrations

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In view of research on Virtual Humans/Tutors (or Animated Agents) and Multi-Medial Human-Computer Interactive Communication, it is becoming imperative to re-consider the notion of electronic dictionaries and re-assess their place in CALL software.

A sample of narrations produced over the past ten years demonstrates what areas have been neglected by software designers and shows that electronic dictionaries are indispensable for enjoyable CALL as well as for learner motivation and autonomy. The theoretical background followed by this critical overview of narrative software leads to a number of postulates for expanding the use of dictionaries.