













- vices. In *Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing*.
- [12] Johnson, W.L., Marsella, S., Mote, N., Vilhjalmsón, H., Narayanan, S., and Choi, S. (2004). Tactical language training system: Supporting the rapid acquisition of foreign language and cultural skills. In *Proceedings of the InSTIL/ICALL Symposium*.
- [13] Lehman, B. A., D'Mello, S. K., Strain, A., Gross, M., Dobbins, A., Wallace, P., Millis, K., & Graesser, A. C. (2011). Inducing and tracking confusion with contradictions during critical thinking and scientific reasoning. In G. Biswas, S. Bull, J. Kay, & A. Mitrovic (Eds.), *Proceedings of 15th International Conference on Artificial Intelligence in Education*, 171-178. Berlin: Springer-Verlag.
- [14] Leuski, A., Traum, D. (2011). NPCEditor: A tool for building question-answering characters. In *Proceedings of the International Conference on Language Resources and Evaluation*.
- [15] Morbini, F., DeVault, D., Sagae, K., Gerten, J., Nazarian, A., Traum, D. (2012). FLoReS: A forward looking, reward seeking, dialogue manager. In *Proceedings of the International Workshop on Spoken Dialog Systems*.
- [16] Mostow, J., Nelson, J., & Beck, J. E. (2013). Computer-guided oral reading versus independent practice: Comparison of sustained silent reading to an automated reading tutor that listens. *Journal of Educational Computing Research*, 49(2), 249-276.
- [17] Oh, A., Rudnicky, A. (2000). Stochastic language generation for spoken dialogue systems. In *Proceedings of the ANLP/NAACL workshop on conversational systems*.
- [18] Seneff, S., Wang, C. Chao, C.-Y. (2007). Spoken dialogue systems for language learning. In *Proceedings of NAACL-HLT*.
- [19] Swartout, W., Traum, D., Artstein, R., Noren, D., Debevec, P., Bronnenkant, K., Williams, J., Leuski, A., Narayanan, S., Piepol, D., Lane, C., Morie, J., Aggarwal, P., Liewer, M., Chiang, J.-Y., Gerten, J., Chu S., and White, K. (2010). Ada and Grace: Toward realistic and engaging virtual museum guides. In *Proceedings of the 10th International Conference on Intelligent Virtual Agents (IVA)*.
- [20] Su, P.-H., Yu, T.H., Su, Y.-Y., Lee, L.-S. (2013). NTU Chinese 2.0: A personalized recursive dialogue game for computer assisted learning of Mandarin Chinese. In *Proceedings of the 2013 Workshop on Speech and Language Technology in Education*.
- [21] Ward, W. (1994). Extracting information from spontaneous speech. In *Proceedings of the International Conference on Spoken Language Processing*.
- [22] Zapata-Rivera, D., So, Y., Cho, Y., Vezzu, M. (2013). Using dialogues to measure English language skills. Paper presented at the annual meeting of the American Educational Research Association (AERA), San Francisco.
- [23] Zechner, K., Higgins, D., Xi, X., Williamson, D. M. (2009). Automatic scoring of non-native spontaneous speech in tests of spoken English. *Speech Communication* 51(10), 883-895.