

Errors in English produced in communication through keyboards

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The author has conducted one English class per semester with 3d-ies (three dimensional interactive education system), a system in which users have a chat with each other through a keyboard under the disguise of an animation character called “avatar” in a cyberspace.

The participants of these classes have made a wide variety of mistakes in their English utterances. The author accumulated all the chat logs of the 2005 fall semester class and the 2006 spring semester one, and then he proceeded to detect numerous mistakes. These mistakes were classified into several categories and he picked up those which he could consider to be typical of keyboard communication. The author is sure that the result will be useful for supervision in a class of real-time written communication, though he is planning to compare it with revised composition in order to have a clearer view of what “real-time” mistakes are.