

FEATURES

5 Languages of Study

- American English
- Castilian Spanish
- Latin American Spanish
- French
- German

• 5 Interface Languages

- American English
- Castilian Spanish
- Latin American Spanish
- French
- German

• 4 Main Learning Modules

- Essential Terms
- Glossaries
- Verbs
- Country-Specific Glossaries

Glossaries

- 27 Main Glossaries
- 115 Subglossaries
- 6,500+ Glossary Terms
- Topic-Specific Glossaries
- Profession-Specific Glossaries

Verbs

- 107 Verbs
- 6-8 Conjugations Each
- 5,000+ Verb Conjugations

Country-Specific Glossaries

- Alphabet
- Names
- Places
- Slang

• Photos, Images, and Videos

- 4,800+ Object Photos
- 1,450+ Custom Maps
- 75,000+ Native Speaker Videos

Special Features (coming soon)

- User-Defined Playlists
- Instructor-Defined Playlists
- Lesson Plans
- Administrator Tools
- Usage Reports

Mobile Application

- iPad version, March 2014
- iPhone version, June 2014

Foreign Language Vocabulary and Verbs

AtoZebra Language is an interactive online video dictionary for learning foreign language vocabulary, essential terms, verbs, and slang. It is the perfect supplement to classroom study, textbooks, and other language programs.



BENEFITS

- ◆ Connects sound to images and the written word. True language learning occurs when your brain connects an image to a foreign term without translating it into your native language. AtoZebra Language's Associative Multimedia Learning™ method allows you to make these connections simply and clearly.
- ◆ Aids visual and aural learners. Some people learn better through sound. Others through imagery. AtoZebra Language provides both.
- Reflects the foreign experience. Living in a foreign country, you associate words with everyday objects as you hear and see native speakers. In the same way, AtoZebra Language shows you photos of everyday objects, each with a correspondingvideo of a native speaker.
- Mimics childhood language learning. By associating terms with objects and sounds, AtoZebra Language replicates childhood vocabulary development. It follows the same process of experiential phonetics instruction that occurs when a parent reads to a child.
- ◆ Allows interface language flexibility. Users can quickly switch between interface languages. Beginners usually use their own native language as the interface, while more experienced learners get an immersion experience by using the language of study as the interface language.
- ◆ Customizable to meet industry-specific needs. Professionals can learn the foreign terms specific to their fields, from accounting, advertising, computers, and law to marketing, food services, and travel. AtoZebra Language is also perfectly suited for applications where specialized vocabulary is critical to an organization's mission.





Media Player



- 1 5 interface languages: American English, Castilian Spanish, Latin American Spanish, French, and German
- 5 languages of study: American English, Castilian Spanish, Latin American Spanish, French, and German
- Learning Modules: Essential Terms, General Glossaries, Verbs, Country-Specific Glossaries
- 4 27 Main Glossaries
- 6 115 Subglossaries
- **6** Terms listed by interface language or language of study
- A-Z sort or random sort
- 8 6,500+ color photos plus 1,450+ color maps
- 9 15,000+ native speaker video clips per language
- Slider tool to search for images
- Intuitive navigation buttons/controls





Learning Elements

Essential Terms



- 247 Terms and Phrases
- · 21 Subglossaries

Vocabulary



- 6.500+ Terms
- 27 Main Glossaries
- 115 Subglossaries
- · Topic-Specific Glossaries
- · Profession-Specific Glossaries

Verbs



- 107 Conjugated Verbs
- 6-8 Tenses per Language

Country Specific Glossaries



- Alphabet
- Names
- Places
- Slang
- 550+ Terms per Language















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Glossaries and Subglossaries for Each Language (6,500+ terms total)

Accounting

Animals

Amphibians Annelids Arachnids Birds Cnidaria Crustaceans Fish Insects

Fish Insects Mammals Mollusks Myriapods Parasitic Worms Reptiles

Built Environment

Clothing

Clothing Options Clothing Preferences Fit Men's Clothing Sizes

Men's Clothing Women's Clothing Sizes Women's Clothing

Color

Process Colors Visible Spectrum Colors Web Colors

Computers

Computer Hardware E-mail Internet Search Keyboard Social Media

Countries and Capitals

Capitals

Popular Country Name

Flowers

Food

Dairy Products Exotic Animals

Fish

Food Problems

Fowl Fruits Grains Herbs Legumes Meat-Cuts Meat-Game Nuts Seeds Shellfish Spices Vegetables

Human Body

Kitchenware

Appliances
Baking
Cleaning
Coffee and Tea
Cooking Fuels
Cookware
Cutlery
Glassware
Materials
Preparation
Servingware
Storage

Landforms

Law

Decisions Offenses Penalties

Marketing

Advertising Marketing Terms

Medical

Ailments Medical Specialists Symptoms

Where Does It Hurt?

Numbers

Cardinal Numbers Ordinal Numbers

Professions

Agriculture Arts

Business & Finance

Clergy Education

Engineering & Science

Food Services

Government & Public Service

Health & Wellness

Law Media

Personal Services

Retail Technology Trades Transportation Travel

Religions

Buddhist Denominations Christian Denominations Jewish Denominations Muslim Denominations Philosophies

Shopping

Religions

Bookstore - Book Categories
Bookstore - Reference Books
Bookstore - Religious Texts
Cell Phone Store
Furniture Store
Gemstones
Jewelry Items
Musical Instruments
Stores

Sports

Symbols

Business Symbols Currency Symbols Mathematical Symbols Punctuation

Time

Days of Week Divisions of Time Months of Year Telling Time Time Expressions Time of Day

Travel

Accommodations
At the Hotel
At the Restaurant
General
Money
People
Places
Transport Locations
Travel Documents
Types of Transport

Trees

Visual Art

Art Movements Visual Art Forms

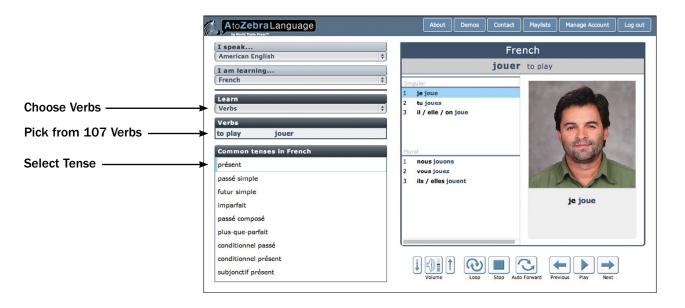
Weather

Conditions Weather Events





Verbs for Each Language



to add	to cut	to hold	to play	to stay
to allow	to decide	to hope	to prefer	to stop
to answer	to demand	to introduce	to pull	to study
to arrive	to die	to keep	to push	to take
to ask	to do	to know	to put	to talk
to be	to drink	to laugh	to read	to teach
to be able	to drive	to learn	to remain	to tell
to begin	to eat	to leave	to remember	to thank
to believe	to enjoy	to lie	to repeat	to think
to bring	to feel	to like	to return	to touch
to buy	to find	to listen	to run	to understand
to call	to finish	to live	to say	to use
to carry	to follow	to look	to see	to visit
to choose	to forget	to lose	to sell	to wait
to clean	to get	to love	to send	to walk
to close	to get dressed	to make	to sing	to want
to come	to give	to move	to sit	to wash
to compare	to go	to need	to sleep	to wear
to confirm	to happen	to open	to smell	to work
to cook	to have	to order	to smile	to worry
to cost	to hear	to pass	to speak	to write
to count	to help	to pay	to start	



Associative Multimedia Learning™

AtoZebra Language is a learning program that combines images, words, and native-speaker video to teach foreign language vocabulary. Our proprietary methodology is called Associative Multimedia Learning™ and is based upon research in learning methodology, interface design, neuroscience, and the program designer's personal experience learning a foreign language.

Dr. Richard E. Mayer, Educational Psychologist

Associative Multimedia Learning™ builds on Dr. Richard E. Mayer's multimedia learning hypothesis that "People can learn more deeply from words and pictures than from words alone" (*The Cambridge Handbook of Multimedia Learning*, 2005). Working with evidence from research by Dr. Mayer and his colleagues, *AtoZebra Language* incorporates the following principles:

- Modality Principle: Combining graphics with native speaker video is more effectively than combining graphics with text alone
- Spatial and Temporal Contiguity: Combining corresponding words and pictures near each other on the screen and in time enhances the learning process
- Coherence: Excluding extraneous material assists learning

Latin American Spanish Landforms Landforms Landforms Landforms

Dr. Edward R. Tufte, Statistician and Yale University Professor Emeritus

Associative Multimedia Learning™ also builds on Dr. Edward R. Tufte's seminal work on the presentation of data, interface design, and design simplicity. A key principle of Dr. Tufte's works points to the value of parallel construction in the presentation of data, which is a primary feature in the *AtoZebra Language* interface design. Dr. Tufte has summed up his lifelong allegiance to design simplicity with the phrase, "simple design, intense content" (*Scientific American*, April 2005, Issue 38). Accordingly, *AtoZebra Language* presents the learner with intense content of images, words, and native-speaker video, but in a simple and intuitive format.

The Mirror Neuron

AtoZebra Language enables language learners to not only see an object and hear it pronounced, but also to see native speakers pronouncing each term, an element that draws upon the concept of the mirror neuron. This type of neuron mirrors observed behavior and facilitates the learning of new skills by imitation. Thus, when language learners hear and see a native speaker pronouncing a word, a mirror neuron response is invoked, and learners are more likely to successfully emulate correct pronunciation.

Edward G. Hinkelman, Founder and CEO of World Trade Press

The concept of Associative Multimedia Learning™ was inspired by the learning experiences of Edward G. Hinkelman, *AtoZebra Language*'s chief designer and CEO of World Trade Press. A good student otherwise, Ed did poorly in classroom French, but excelled once he was living in Paris. Like other language learners, Ed discovered that connecting French words to the sight of physical objects—and most importantly, hearing and seeing native speakers pronouncing these words—was crucial to his learning.

The Baby and the Keys

Perhaps the easiest way to conceptualize Associative Multimedia Learning[™] is to picture a parent jangling a set of keys in front of a baby and saying "Keys." The keys provide the object image, and the parent saying, "Keys" provides an auditory and visual experience. In fact, we use Associative Multimedia Learning[™] all our lives. By connecting visuals of objects with spoken words, computer specialists learn about new components, craftspeople learn about new tools, and doctors learn new medical technology.

