

## Melodispelet

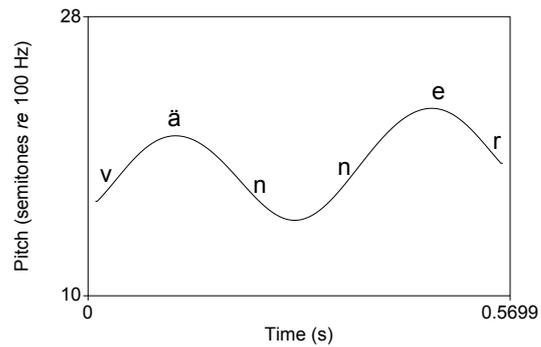
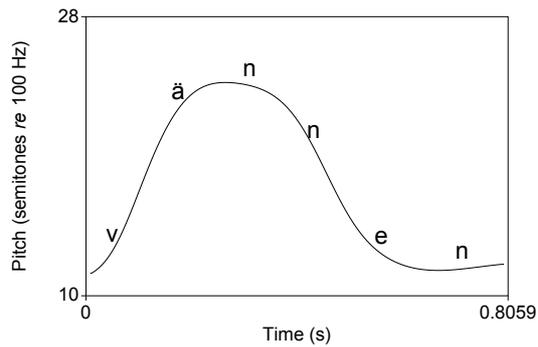
You can control the dinosaur in the game with the arrow keys on your keyboard.

- move forward
- ← move back
- ↑ jump up

As soon as you have reached a platform showing the first part of a sentence, jump onto that platform. At this point you will hear the displayed text played up. The audio will stop at a point where only part of the target word - the last word on the platform - has been played. For example, you might encounter a sentence like this: “De tycker om vännen jättemycket” *They like the friend very much*, where the target word might be “vännen” *the friend*. In that case, the part of the sentence shown on the first platform and played up will be: “De tycker om vänn”. Now, your task is to guess how the sentence will continue. Two alternative endings are shown on the next two platforms displayed above each other. For example, the lower platform shows “en” and the upper one shows “ar”. Both alternative continuations would make a grammatically correct sentence (“De tycker om vännen...” *They like the friend...* or “De tycker om vänner...” *They like the friends...*), but based on the melody with which the target word stem (“vän”) on the first platform was pronounced, only one of these continuations are possible. In other words, it is possible to tell from the melody of the first part of the target word how that word will end. This will be difficult in the beginning – it is even for native speakers of Swedish – but practice with the game will help you get better at it.

Once you have chosen one of the alternative platforms by jumping on it, you will hear the rest of the sentence played up in its correct form. You can also read the correct whole sentence, which will be green if you responded correctly and red if you did not choose the right platform. If you would like to listen to the whole sentence, jump up to the star symbol that will appear after your response. You will also receive points for correct responses: the faster you have chosen the correct continuation the more points you will get. The time your points are based on are measured from the moment the audio of the first part of the sentence stops, i.e. from the | mark in the example sentence “De tycker om vänn|”. The goal in the game for you is to get as fast as possible choosing the correct continuation for the sentences.

The following figures show the melodic contour with which a native speaker of Swedish has pronounced the words “vännen” *the friend* and “vänner” *friends*. You can see that the contour is somewhat different depending on whether the word stem “vän” gets one continuation or another, the suffix -en or -ar.



During this game, you will encounter and practice many such connections between different word melodies and continuations. You will also hear that the melodies will sound somewhat different depending on the target word's position in the sentence (e.g. if emphasis is put on that word or not). When you have become good enough at selecting continuations for a specific type of connection, you will automatically advance to the next level, where a different type of connection between melodies and word continuations will be practiced. You can go to the next level when you have been able to select the correct continuation for 85% of the last 20 sentences. In the upper corner of the screen, you will see your current score as well as your performance speed and accuracy. The performance values shown are always based on the last 20 sentences. After a while, new levels will start to mix a number of different melody and continuation connections that you have practiced before. There are all together 32 levels in this game, and if you have reached the final one you will be able practice everything you have learned so far.

Levels with "retrospective" choices:

On some levels, the sentence that is played up when you have reached the first platform will contain a cough-sound. You will first encounter these types of sentences at level 6. One possibility is that the cough will cover the first part of a word/expression, such as be- in the word "bedöma" or för in "för gula" so you can only hear "-döma" or "gula". The other possibility is that the cough will be inserted between two words (e.g. "... måste - cough - döma krisen" or "... har - cough - gula pennor"). It will be possible to tell from the word melody following the cough-sound if the first part of the expression was covered or the cough came between two words. The platforms will therefore show a choice between e.g. "bedöma" and "döma" or between "för gula" and "gula". As before, your task will be to choose one of these platforms, and then you will hear the complete sentence without the cough.