Abstract

The paper will present results of an assessment study involving approx. 200 children aged 4,5-6 years acquiring German as a second language. The study focusses on the spatial domain and allows far-reaching conclusions on the actual acquisition processes in a natural setting featuring authentic communication. In order to elicit authentic language data the project team has developed a serious game based, cartoon-like environment which allows the children to interact and speak with their new buddy, a dog called „Wuschel". The data is recorded online and send to a server where it is transcribed and then analysed by a sophisticated automated analysis tool. For comparison reasons, authentic native-speaker data from other natural corpora featuring the same age group is used to determine possible differences and natural progressions as well as strategies used by the children. The elicitation method, the transcription process involving a highly digitalized tool, the automated analysis system, the underlying theoretical model as well as the results oft he study will be presented and illustrated.