



1 Your library will provide you with the link to the TELL ME MORE self-registration portal. New Users: Click the 'New user' link. Returning Users: Enter your username and password and validate.



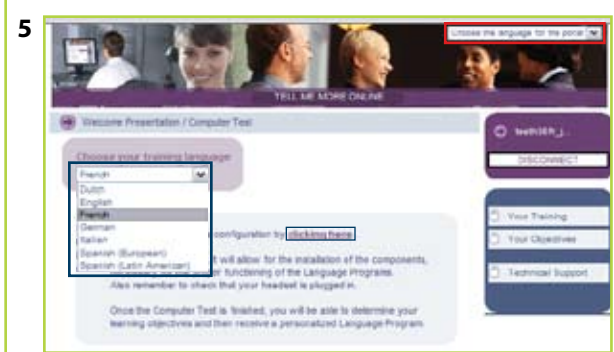
2 Complete the form thoroughly, NOT forgetting to select your interface language - the language instructions inside TELL ME MORE are given, and click 'Create my account'.



3 You will then see a confirmation of your created account. Clicking the link will allow you to sign into TELL ME MORE and start your language training.



4 You will be directed to the initial portal page, where you can type in your username and password in the appropriate form on the right.



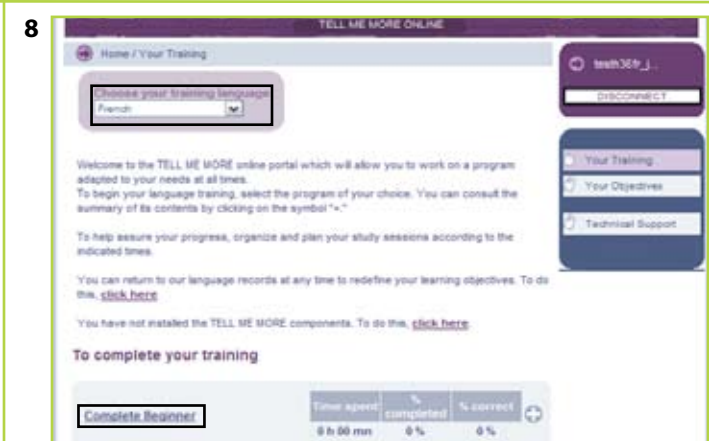
5 Once logged you will need to choose the language you want to learn from the drop-down and run the 'Computer Test'. To do so, click on the link. You will only need to run the computer test once, when you log in for the first time. You can also change the language of this portal in the drop-down on the top right. **NOTE: This will not change your interface language inside TELL ME MORE.**



6 Once the computer test concluded, you will need to install the Auralog components. To do so, click 'Install Auralog Components', and 'Continue' on the following screen. **NOTE: You may need to allow the add-on to run in the beige box on the very top of your browser window.**

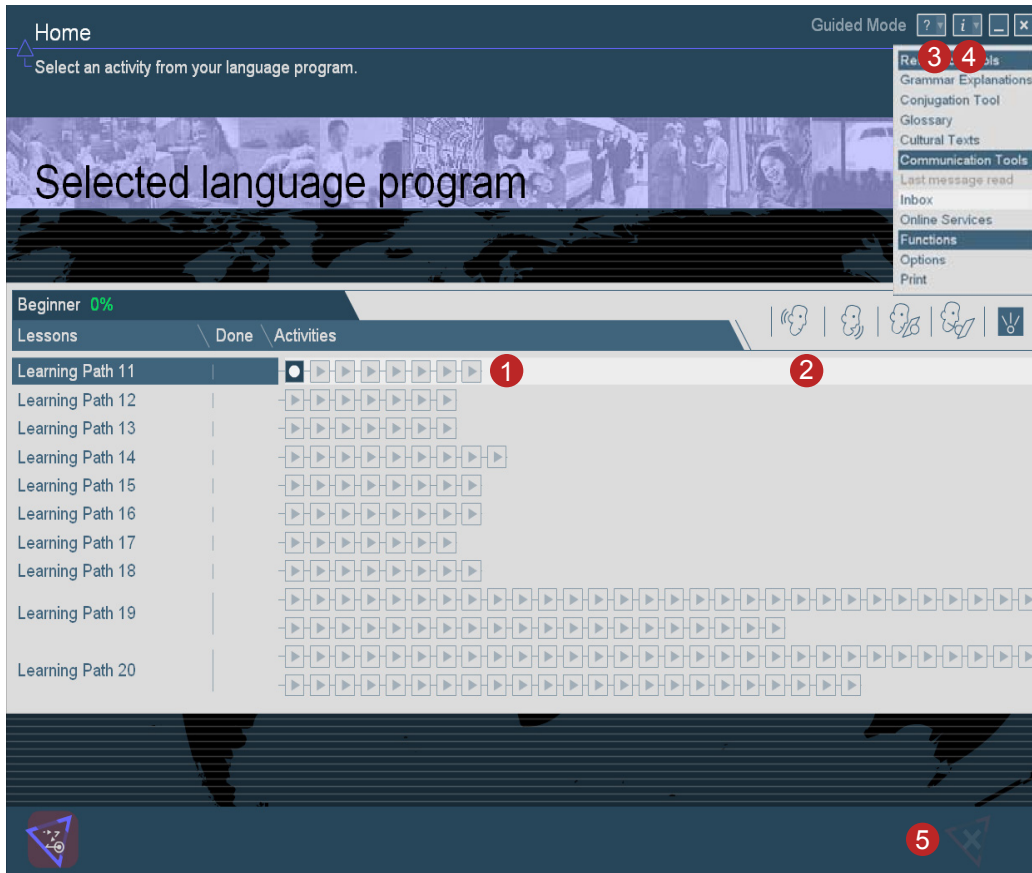


7 Once the components are installed, follow the on-screen instructions to get you acquainted with TELL ME MORE. Following this screen are 2 more screen before you can access the program.



8 You are now ready to access the solution. Click on the learning path name you want to access. There will be a total of 4 learning paths for each language (only pictured here). **NOTE: You can also change the language you want to learn from the drop down above.**

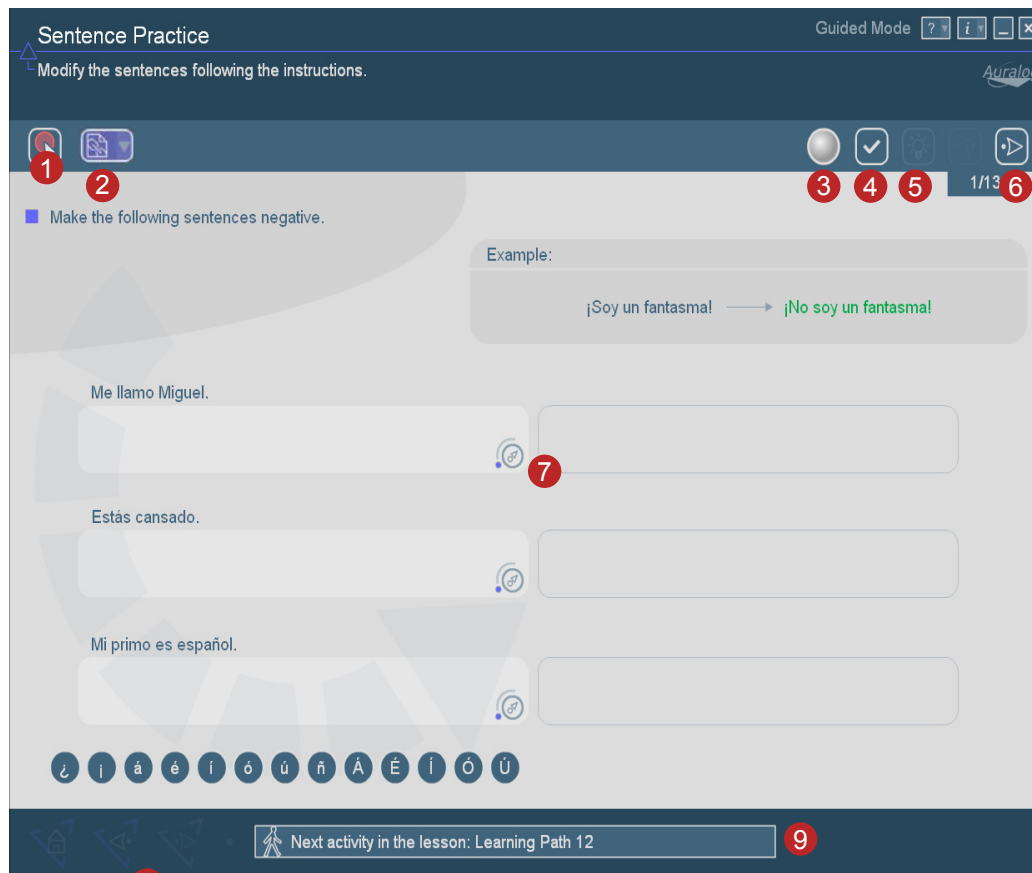
The Learning Path Screen



Upon logging in for the first time you will see the learning path screen.

- 1.) Clicking the square will give you access to the individual activities.
- 2.) When moving the cursor over the activity squares, these symbols let you know what type of activity it is: Listening, Speaking, Reading, or Writing.
- 3.) Click the '?' for help navigating the current screen anywhere within the solution.
- 4.) The blinking envelope lets you have a new message from your advisor. Otherwise the button is displayed as **i**. Clicking either variation will open a drop down to access the Reference and Communication tools, as well functions (red border)
- 5.) This button will light up when moused over, and allow you to exit the solution

The Activity Screen



Inside the various activities, you will find a variety of buttons.

- 1.) 'Find out more about a word' button - allows you to click on underlined words for explanations.
- 2.) Takes you to related dialogue exercise. (not always available).
- 3.) Feedback light: green = correct, red = false answer given.
- 4.) Correction button: shows where an error has been made.
- 5.) Solution button: solves the exercises.
- 6.) Arrows: allow you to move to the next exercise in the activity.
- 7.) Grammar explanation button: shows grammar explanation specific to the exercise.
- 8.) Navigation buttons: to go between screens or back to the learning path.
- 9.) Moves you to the next activity in the lesson.