

Small Squeaking in Korea

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Abstract

The Squeak(Smalltalk Language) is not widely known in Korea. A few persons take interest in the squeak, but there are not enough resources to quench their thirst of knowledge. In spite of harsh environments, the sounds of squeaking are reverberating silently but happily.

1. Korean Squeak

The original squeak system supports only the single byte characters, so Korean squeakers could not use Korean in squeak.

Fortunately, multilingualizing project[1] has been started in Japan. And, SeungBum Kim (picxenk) built a squeak image supporting Korean with great helps of Kazuhiro Abe[2]. It's not complete yet, but improving. You can download a Korean squeak image from picxenk's web site[3].

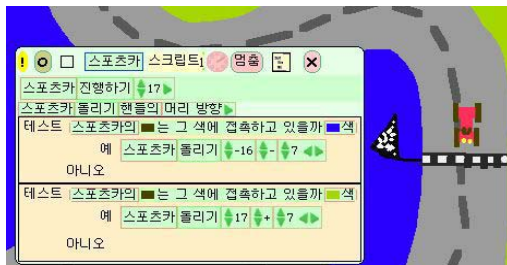


figure 1: E-toy in Korean.

2. Web Sites in Korea

There are web sites that introduce squeak and

smalltalk in Korean.

SeungBum Kim (picxenk) is running a web site supporting squeak news and Korean squeak image. You can find some screenshots and useful links in Korean there. He is also planning on writing articles for squeak beginners.



Figure 2: <http://squeak.wo.to>

SangHoon Lee (awkn`n) is running a Swiki, supplying a lot of squeak resources in Korean. He is also working for Korean squeak and Korean patches for Comanche Swiki.



Figure 3: <http://linux.dnsp.net:8000/public/15>

3. Smalltalk Card Game

SeungBum Kim (picxenk) made a simple card game that explains concepts of Smalltalk Language. To beginners, It's not so easy to start a squeak system and learn basics of smalltalk language. Sometimes, smalltalk language's style and squeak's unfamiliar UI make them confused. After playing this game, they could feel better.

In this card game, we don't use terms of squeak, smalltalk language and OOP, but ONLY USE INDEX CARDS with real activities and everyday words. We make a world with simple rules, (1) one object is one card. (2) use patterns(A ask B > B think > B Reply) of common conversation like when we have a smalltalk. (3) One card can ask other cards some questions only listed in other cards.

And, Role Play with these cards, using rules above. For example, there is a player whose name is Sam. He makes a card, and names it 'Sam' first. 'Sam'(it's a card) wants to have a dog. He makes a dog card having 3 sentences that 'Sam' can ask. The 'dog' can bark and eat some food. If 'Sam' wants to feed the 'dog', 'Sam' should say to 'dog', "eat food". Now he have to make a 'food' card. In this way, he makes a world incrementally.



Figure 4: smalltalk card game

The rules of game don't have to be kept strictly. We can make new rules while we are playing. Maybe beginners can make a poor world with poor rules, but the result is not important. The purpose of this card game is for players to feel the styles of smalltalk world.

References

- [1] Multilingualized Squeak
<http://www.is.titech.ac.jp/~ohshima/squeak/>
- [2] Kazuhiro Abe.
<http://squeak.hp.infoseek.co.jp/>
- [3] picxenk(SeungBum Kim)
<http://squeak.wo.to> in <http://www.xenbio.net>