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Minako O'Hagan, Carmen Mangiron



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Game Localization Minako O'Hagan, Carmen Mangiron, 2013-08-29 Video games are part of the growing digital entertainment industry for which game localization has become pivotal in serving international markets As well as addressing the practical needs of the industry to facilitate translator and localizer training this book seeks to conceptualize game localization in an attempt to locate it in Translation Studies in the context of the technologization of contemporary translation practices Designed to provide a comprehensive introduction to the topic of game localization the book draws on the literature in Game Studies as well as Translation Studies The book's readership is intended to be translation scholars game localization practitioners and those in Game Studies developing research interest in the international dimensions of the digital entertainment industry The book aims to provide a road map for the dynamic professional practices of game localization and to help readers visualize the expanding role of translation in one of the 21st century's key global industries User-Centric Studies in Game Translation and Accessibility Mikołaj Deckert, Krzysztof W. Hejduk, 2024-11-05 This innovative collection makes the case for a push within the discipline to adopt user centric perspectives on translated video games and their corresponding accessibility features The volume demonstrates how audiovisual translation AVT and media accessibility MA involve decisions that can re shape the gaming experience of players and other audiences Contributions in the book outline this in two ways First they collectively provide an account of the prospects and challenges that come with user centric scholarly inquiry in game translation and accessibility Second complementarily they report on original studies and new exciting findings while adopting the perspective of global users Taken together the collection serves as a call to action to systematically advance research eliciting variable types of input from users who take advantage of translation and accessibility services Such research will facilitate a clearer understanding of how the particular decisions of translators and other relevant agents shape game reception This book will be of interest to scholars in both translation studies and video game research as well as those interested in media accessibility and media studies more broadly *Transnational Contexts of Culture, Gender, Class, and Colonialism in Play* Alexis Pulos, S. Austin Lee, 2016-12-24 This book examines the local regional and transnational contexts of video games through a focused analysis on gaming communities the ways game design regulates gender and class relations and the impacts of colonization on game design The critical interest in games as a cultural artifact is covered by a wide range of interdisciplinary work To highlight the social impacts of games the first section of the book covers the systems built around high score game competitions the development of independent game design communities and the formation of fan communities and cosplay The second section of the book offers a deeper analysis of game structures gender and masculinity and the economic constraints of empire that are built into game design The final section offers a macro perspective on transnational and colonial discourses built into the cultural structures of East Asian game play The Routledge Companion to Video Game Studies Mark J.P. Wolf, Bernard Perron, 2023-06-19 A definitive

guide to contemporary video game studies this second edition has been fully revised and updated to address the ongoing theoretical and methodological development of game studies Expertly compiled by well known video game scholars Mark J P Wolf and Bernard Perron the Companion includes comprehensive and interdisciplinary models and approaches for analyzing video games new perspectives on video games both as an art form and cultural phenomenon explorations of the technical and creative dimensions of video games and accounts of the political social and cultural dynamics of video games Brand new to this second edition are chapters examining topics such as preservation augmented mixed and virtual reality eSports disability diversity and identity as well as a new section that specifically examines the industrial aspects of video games including digital distribution game labor triple A games indie games and globalization Each essay provides a lively and succinct summary of its target area quickly bringing the reader up to date on the pertinent issues surrounding each aspect of the field including references for further reading A comprehensive overview of the present state of video game studies that will undoubtedly prove invaluable to students scholars and game designers alike

[Towards Game Translation User Research](#) Mikołaj Deckert, Krzysztof W. Hejduk, Miguel Á. Bernal-Merino, 2024-05-23 This Element takes the initiative to highlight the nascent state of audiovisual translation research centring on users of video games It proposes ways of advancing the research by integrating numerous related perspectives from relevant fields to guide studies in translated game reception into further fruition The Element offers an accessible overview of possible relationships between translation and its experiencers showcasing ways to design game reception studies Examples methods tools and practical concerns are discussed to ultimately develop a blueprint for game translation user research which aims to consolidate scientific user centric inquiry into video game translation To that end the blueprint captures the three pronged interplay between the parameters of localisation reception research in facets of user experience facets of translated games and facets of game users

The Routledge Handbook of Translation and Methodology Federico Zanettin, Christopher Rundle, 2022-03-10 The Routledge Handbook of Translation and Methodology provides a comprehensive overview of methodologies in translation studies including both well established and more recent approaches The Handbook is organised into three sections the first of which covers methodological issues in the two main paradigms to have emerged from within translation studies namely skopos theory and descriptive translation studies The second section covers multidisciplinary perspectives in research methodology and considers their application in translation research The third section deals with practical and pragmatic methodological issues Each chapter provides a summary of relevant research a literature overview critical issues and topics recommendations for best practice and some suggestions for further reading Bringing together over 30 eminent international scholars from a wide range of disciplinary and geographical backgrounds this Handbook is essential reading for all students and scholars involved in translation methodology and research

[On-Screen Language in Video Games](#) Mikołaj Deckert, Krzysztof Hejduk, 2022-11-24 In this Element the authors focus on the translational dimension of on screen language

OSL They analyse a data set covering the Polish localisations of Tom Clancy's The Division 2 and Shadow Warrior 2 from which over 1000 cases of unique and meaningful OSL were extracted almost exclusively in languages other than Polish Close to 100 representative examples are examined in this Element to map out a comprehensive typological account of OSL First visual verbal stimuli are categorised by their prominence in the 3D environment The second typology focuses on the identified OSL functions A supplementary typological distinction is proposed based on the technical static vs dynamic implementation of OSL The discussion of findings and implications notably comprises input from an interview that the authors conducted with a lead level developer behind Shadow Warrior 2 to provide a complementary professional perspective on OSL and its translation

The Routledge Handbook of Translation and Media Esperança Bielsa, 2021-12-24 The Routledge Handbook of Translation and Media provides the first comprehensive account of the role of translation in the media which has become a thriving area of research in recent decades It offers theoretical and methodological perspectives on translation and media in the digital age as well as analyses of a wide diversity of media contexts and translation forms Divided into four parts with an editor introduction the 33 chapters are written by leading international experts and provide a critical survey of each area with suggestions for further reading The Handbook aims to showcase innovative approaches and developments bridging the gap between currently separate disciplinary subfields and pointing to potential synergies and broad research topics and issues With a broad ranging critical and interdisciplinary perspective this Handbook is an indispensable resource for all students and researchers of translation studies audiovisual translation journalism studies film studies and media studies The Open Access version of Chapter 1 available at <http://www.taylorfrancis.com> has been made available under a Creative Commons CC BY NC ND license

Translation and Localisation in Video Games Miguel Á. Bernal-Merino, 2014-09-19 This book is a multidisciplinary study of the translation and localisation of video games It offers a descriptive analysis of the industry understood as a global phenomenon in entertainment and aims to explain the norms governing present industry practices as well as game localisation processes Additionally it discusses particular translation issues that are unique to the multichannel nature of video games in which verbal and nonverbal signs must be cohesively combined with interactivity to achieve maximum playability and immerse players in the game's virtual world Although positioned within the theoretical framework of descriptive translation studies Bernal Merino incorporates research from audiovisual translation software localisation computer assisted translation comparative literature and video game production Moving beyond this framework Translation and Localisation in Video Games challenges some of the basic tenets of translation studies and proposes changes to established and unsatisfactory processes in the video game and language services industries

Enhancing Video Game Localization Through Dubbing Laura Mejías-Climent, 2022-01-01 This book addresses the hot topic in audiovisual translation AVT of video game localization through the unique perspective of dubbing an area which has so far received relatively little scholarly focus The author analyses the main characteristics of

video game localization within the context of English Spanish dubbing and emphasizes the implications for research and localization as a professional practice The book will appeal to translation studies scholars and students as well as AVT professionals looking to understand localization processes from a systematized approach [The Translation of Realia and Irrealia in Game Localization](#) Silvia Pettini, 2021-09-19 This book explores the impact of a video game's degree of realism or fictionality on its linguistic dimensions investigating the challenges and strategies for translating realia and irrealia the interface of the real world and the game world where culture specificity manifests itself The volume outlines the key elements in the translation of video games such as textual non linearity multitextuality and playability and introduces the theoretical framework used to determine a game's respective degree of realism or fictionality Pettini applies an interdisciplinary approach drawing on video game research and Descriptive Translation Studies to the linguistic and translational analysis of in game dialogs in English Italian and English Spanish language pairs from a corpus of three war video games This approach allows for an in depth look at the localization challenges posed by the varying degree of realism and fictionality across video games and the different strategies translators employ in response to these challenges A final chapter offers a comparative analysis of the three games and subsequently avenues for further research on the role of culture specificity in game localization This book is key reading for students and scholars interested in game localization audiovisual translation studies and video game research **Fun for All** Carmen Mangiron, Minako O'Hagan, Pilar Orero, 2014 The different contributions in this pioneering volume address the emerging fields of Game Accessibility and Game Localization from different angles providing insightful information about these relatively unexplored academic areas with such close ties to the industry **The Game Localization Handbook** Heather Maxwell Chandler, Stephanie O'Malley Deming, 2011-05-03 Part of the New Foundations of Game Development Series As games become more popular in international markets developers and publishers are looking for ways to quickly localize their games in order to capitalize on these markets Authored by two internationally known experts in game localization The Game Localization Handbook Second Edition provides information on how to localize software for games whether they are developed for the PC console or other platforms It includes advice interviews and case studies from industry professionals as well as practical information on preproduction production translation and testing of localized SKUs Written for producers translators development personnel studio management publishers students and anyone involved directly or indirectly with the production of localized games this single reference handbook provides insightful guidelines to all the tasks involved in planning and executing successful localizations Preview sample chapters now Look under the Samples tab below to preview chapter 1 and chapter 4 An Image Bank and Lecture Outlines in PowerPoint Format are now available for download for qualifying instructors under the Resources tab below Authored by two internationally recognized experts in the field of game localization Concentrates on software localization specifically for all major platforms in the game industry Provides a detailed plan for developing and

executing localized game SKUsEmphasizes localizations for European and Asian languagesOffers advice from industry professionals on how to achieve localization friendly development and uses real world case studies to illustrate 2012 376 pages

A Practical Guide to Software Localization Bert Esselink,1998 Although software localization is constantly changing there are many issues procedures and tools that will probably be applied for some time This work provides an overview of the most common issues in today s software localization from a translator s engineer s and project manager s view

The Journal of Internationalization and Localization ,2017 The specific aim of the journal is to leverage the full range of information from academic research results to the floor of today s language industries and conversely to leverage business experiences in order to inform academic research it focuses on contributions that generate an impact on the localization and translation industry The journal

Video Game Translation and Cognitive Semantics Mateusz Sajna,2016 This book focuses on video game translation from the perspective of cognitive semantics It presents how the translators knowledge of cognitive semantics can affect translation The work is interdisciplinary and aspires to complete gaps in the research on video games It analyzes almost 3000 standard pages of texts found in eight different games

Push Start to Translate Clyde Mandelin,2017-10-31 What do you get if you cross a revolutionary Japanese RPG from the early 90s with a revolutionary computerized translator using the latest neural network technology Grammatically pristine very funny nonsense In push start to translate Clyde Tomato Mandelin explains why the characters in this machine translated version of Final Fantasy IV are obsessed with eagles potatoes dishware and some guy named Larry why they re so eager to offer Japanese travel itineraries and why the enema is saying that you should not wear a basketball Along the way you ll learn about translation from a human and machine perspective But you won t learn where Google Translate got that basketball from Some machine translation secrets can never be revealed

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