Course Specifications
Valid as from the academic year 2016-2017

Localization (A703612)

Course

Lecturers in academic year 2018-2019
Rigouts Terryn, Ayla
Vanroy, Bram
Lefever, Els

Contact hrs
Study time 90 h
Credits 3.0

Course sizes (nominal values; actual values may depend on programme)
Study time 90 h
Contact hrs 35.0 h

Course offerings and teaching methods in academic year 2018-2019
A (semester 2) Dutch seminar: practical PC room classes self-reliant study activities 22.5 h 13.5 h

Offered in the following programmes in 2018-2019

Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, French) 3 A
Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, German) 3 A
Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Italian) 3 A
Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Russian) 3 A
Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Spanish) 3 A
Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Turkish) 3 A
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Teaching languages
Dutch

Keywords
Localization, software localisation, website localisation, game localisation

Position of the course
In the translation industry, the term localisation refers to the adaptation and translation

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of software, games and websites. The process involves more than just translating, and also comprises tasks such as adjusting layout, graphics, help programs, time indications, etc. Specialized localization tools such as Passolo and Alchemy Catalyst support the localization process.

Contents
The course deals with the following topics:
- introduction to the main concepts of localization
- technical aspects of localization (a.o. internationalisation, encoding, support of different formats)
- cultural aspects of localization
- localisation of software programs and online help files
- localisation of websites
- localisation of videogames

Initial competences
The general competences that may be expected from an academic bachelor, preferably in a course-related discipline. The students also have advanced computer skills. Basic knowledge of English is required.

Final competences
1. Having advanced knowledge of the localization process and, based on that knowledge, critically assessing localization technology tools [MV.1.5 assessed]
2. Localising digital contents (software applications including user interfaces and online help files, websites and game) to Dutch [MV.6.1 assessed]
3. Having a basic understanding of HTML code (HTML elements and attributes, structure of an HTML document) [MV.6.1 assessed]
4. During the translation process, making use of terminological resources (a.o. the Microsoft Language Portal), style guides and specific localization tools [MV.6.4 assessed]
5. Having advanced knowledge of the specific technical and cultural aspects of localisation [MV.6.1 and MV.6.3 assessed]
6. Displaying a lifelong learning attitude [MV.3.4 not assessed]

Conditions for credit contract
Access to this course unit via a credit contract is unrestricted: the student takes into consideration the conditions mentioned in ‘Starting Competences’

Conditions for exam contract
This course unit cannot be taken via an exam contract

Teaching methods
Self-reliant study activities, seminar: practical PC room classes

Extra information on the teaching methods
Seminars in the computer lab.
Independent work/teamwork at home.

Learning materials and price
Learning platform
• Course material and exercises
• Handouts during classes

References
• Mangiron, Carmen & O’Hagan, Minako, Game Localisation: Unleashing Imagination with ‘Restricted’ Translation, Jostrans: Journal of Specialised Translation, 6: 10-21

Course content-related study coaching
Discussion forum on Minerva
Possibility to contact lecturers via e-mail
Feedback on independent work.

Evaluation methods
end-of-term evaluation and continuous assessment

Examination methods in case of periodic evaluation during the first examination period

(Approved)
Examination methods in case of periodic evaluation during the second examination period
  Written examination
Examination methods in case of permanent evaluation
  Assignment, skills test
Possibilities of retake in case of permanent evaluation
  Examination during the second examination period is possible
Extra information on the examination methods
  Skills test (50%)
  The skills test consists of several practical assignments that are completed during the classes: localization of (parts of) websites using different tools, and small software and game localization assignments.
  Assignment (50%)
  The assignment consists of a more elaborate localization task.
Second session:
  Written exam (50%)
  Assignment (50%): same assignment; students submit a new, improved version.
Calculation of the examination mark
  First examination period: skills test 50%; assignment 50%
  Second examination period: written examination 50%; assignment 50%
Facilities for Working Students
  Class attendance is required
  Limited possibility of feedback by e-mail, restricted to answering specific questions.
Addendum
  K4LO