

Course Specifications

Valid as from the academic year 2018-2019

Course size (nominal values; actual values may depend on programme)

Credits	5.0	Study time	150 h	Contact hrs	45.0 h
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Course offerings and teaching methods in academic year 2018-2019

A (semester 2)	English	practicum	17.5 h
		group work	5.0 h
		self-reliant study activities	22.5 h

Lecturers in academic year 2018-2019

Rigouts Terry, Ayla	LW22	staff member
Macken, Lieve	LW22	lecturer-in-charge
Tezcan, Arda	LW22	co-lecturer

Offered in the following programmes in 2018-2019

	crdts	offering
Postgraduate Certificate Computer-Assisted Language Mediation	5	A

Teaching languages

English

Keywords

Localisation, software localisation, website localisation, game localisation, e-learning localisation

Position of the course

In the translation industry, the term localisation refers to the adaptation and translation of software, games and websites. Recently, e-learning has been added to this list. 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 localisation;
- technical aspects of localisation (a.o. internationalisation, encoding, support of different formats);
- cultural aspects of localisation;
- localisation of software programs and online help files;
- localisation of websites;
- localisation of games;
- localisation of e-learning.

Initial competences

The student has a basic knowledge of English and a basic knowledge of at least one of the following languages: Dutch, French or German.

Final competences

- 1 having advanced knowledge of the localisation process and, based on that knowledge, critically assessing localisation technology tools;
- 2 localising digital contents (software applications including user interfaces and online help files, websites, games and e-learning);
- 3 during the translation process, making use of terminological resources (a.o. the Microsoft Language Portal), style guides and specific localisation tools;
- 4 having advanced knowledge of the specific technical and cultural aspects of localisation.

Conditions for credit contract

This course unit cannot be taken via a credit contract

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Group work, practicum, self-reliant study activities

Extra information on the teaching methods

Seminars in the computer lab

Guided self-study/team work in the computer lab or at home

Learning materials and price

Handouts and materials on the electronic learning platform Minerva

Estimated total cost: 0 EUR

References

- Esselink, Bert. *A practical guide to localization*. Vol. 4. John Benjamins Publishing, 2000.
- Dunne, Keiran J., ed. *Perspectives on localization*. John Benjamins Publishing, 2006.
- Jiménez-Crespo, Miguel, *Translation and Web Localization*. Routledge, 2013.
- Bernal-Merino, Miguel, 2009, Video games and children's books in translation, *Jostrans: Journal of Specialised Translation*, 11: 234-247.
- 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.

Evaluation methods

continuous assessment

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

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

Examination methods in case of permanent evaluation

Assignment

Possibilities of retake in case of permanent evaluation

examination during the second examination period is possible

Extra information on the examination methods

The assignment consists of several localisation tasks.

Calculation of the examination mark

Assignment: 100%

Facilities for Working Students

Class attendance is mandatory.

Limited possibility of feedback via e-mail, restricted to answering specific questions.