Localisation (A704026)

Valid as from the academic year 2019-2020

Course Specifications

Lecturers in academic year 2019-2020
- Rigouts Terryn, Ayla LW22 staff member
- Macken, Lieve LW22 lecturer-in-charge
- Tezcan, Arda LW22 co-lecturer

Offered in the following programmes in 2019-2020
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, French) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, German) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Italian) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Russian) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Spanish) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, English, Turkish) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, French, German) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, French, Italian) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, French, Russian) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, French, Spanish) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, French, Turkish) 5 A
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- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, German, Russian) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, German, Spanish) 5 A
- Master of Arts in Translation: a combination of at least two languages (main subject Dutch, German, Turkish) 5 A
- Postgraduate Certificate Computer-Assisted Language Mediation 5 A

Teaching languages
- English

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

Position of the course

(Proposal)
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.
5. having a basic understanding of HTML code (HTML elements and attributes, structure of an HTML document)

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

Practicum, self-reliant study activities

Extra information on the teaching methods

Seminars in the computer lab
Guided self-study in the computer lab or at home

Learning materials and price

Handouts and materials on the electronic learning platform Ufora

Estimated total cost: 0 EUR

References

- Bernal-Merino, Miguel, 2009, Video games and children’s books in translation, 
- 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 Ufora.
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

(Proposal)
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.