

Superimposed Voices and Respeaking B-A

Code: 44385
ECTS Credits: 6

Degree	Type	Year	Semester
4315982 Audiovisual Translation	OB	0	2

The proposed teaching and assessment methodology that appear in the guide may be subject to changes as a result of the restrictions to face-to-face class attendance imposed by the health authorities.

Contact

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Use of Languages

Principal working language: spanish (spa)

Teachers

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External teachers

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Prerequisites

There are no prerequisites.

Objectives and Contextualisation

- Knowing the history and legal context of live subtitling at national and international level.
- Knowing the user's reality.
- Understanding and analysing different audiovisual products with live subtitles.
- Performing live subtitling of various types with their corresponding registers.
- Getting to know the software, techniques and characteristics of live subtitles.
- Acquiring theoretical knowledge and practical skills for creating subtitles using speech recognition.
- Getting to know the voice-over technique and its different working systems: translation for postproduction (with and without script and synch) and for production (translation without script and adaptation).
- Getting to know voice-over conventions and apply them according to the type of product.

Competences

- Act in accordance with the code of ethics of the profession.
- Continue the learning process, to a large extent autonomously.
- Discern the different modes and textual genres of audiovisual translation and media accessibility and their characteristics.
- Manage projects in audiovisual translation, accessibility, multimedia localisation, and translation of web pages and video games.

- Master strategies for the correction, linguistic revision and post-edition of audiovisual products.
- Recognise the translation problems specific to the different modes of audiovisual products and use the knowledge acquired to solve them.
- Translate and make accessible audiovisual products, multimedia products, web pages, video games and software.
- Use specific software to translate and make accessible audiovisual products, multimedia products and video games.

Learning Outcomes

1. Act in accordance with the code of ethics of the profession.
2. Continue the learning process, to a large extent autonomously.
3. Identify and correct errors in products translated through voice-over and respeaking.
4. Identify the principal characteristics of the voice-over and respeaking modes.
5. Produce translations for voice-overs and respeaking that fulfill the industry's professional standards.
6. Produce translations that conform to restrictions of space using respeaking technology.
7. Produce translations that conform to restrictions of space using the voice-over technique, with or without a script.
8. Recognise the financial and professional aspects of the respeaking and voice-over sector.
9. Solve translation problems related to respeaking.
10. Solve translation problems related to voice-overs.
11. Use software to translate through speech recognition.
12. Work in and lead teams engaging in translation for voice-over or respeaking.

Content

Voice over

- Theoretical aspects of voice over. Synchronies and main features.
- Practical aspects of voice over: typology and working systems, time codes, formatting and script types.
- The translation of documentaries: narrators and interviewees.
- The translation of realities and film additional materials.
- Aspects of linguistic variation. Terminological and formal aspects.
- Translation of unknown languages with English script.
- Translation with and without script.

Respeaking

- Live subtitling: definition, origins and types of subtitles.
- National and international panorama of live subtitling.
- The user: reception of live subtitles
- Familiarization with the creation of subtitles through speech recognition software.
- Familiarization and techniques to create subtitles by respeaking.
- Respeaking practice with Dragon software with videos of different formats live television, congresses and other uses of respeaking.
- Tricks and techniques for a good, efficient and accurate result
- Research practices, dictation, self-editing and joint editing.
- Current affairs programmes, sports, entertainment, congresses, live events.
- Working conditions and risk prevention for subtitlers.

Methodology

The tools provided by UAB Virtual Campus and Teams Platform are used for virtual teaching modalities. The following methodologies will be used:

- Performing translation tasks.
- Performing translation projects.

- Exercise resolution.
- Performing of individual/group work.
- Debates (in forums).
- Cooperative learning techniques.

Didactic activities are organized in three blocks, according to the degree of autonomy required:

- a) Directed activities: the management of the lecturer is required to perform these activities.
- b) Supervised activities: a more or less punctual supervision by the lecturer is required to perform these activities.
- c) Autonomous activities: student organize themselves in time and effort in an autonomous way (individually or in groups).

Activities

Title	Hours	ECTS	Learning Outcomes
Type: Directed			
Online master classes and problem solving	36	1.44	1
Type: Supervised			
Activities supervised by the lecturer	18	0.72	1, 2
Type: Autonomous			
Autonomous work of students	96	3.84	1, 2

Assessment

The information concerning student evaluation, namely the assessed tasks and their relative weighting in the final mark, is a general orientation only. The lecturer teaching this course will provide a detailed description and breakdown at the beginning of the semester.

Prior to formally entering final marks, the lecturer will publish the date and time for assessment revision and the final mark. The lecturer and student will agree on the day and time to revise any of the assessed course activities.

Students have the right to resit or make up evaluated work providing they have submitted a minimum of 66.6% (two thirds), or more, of the formally assessed work which makes up the final grade and who have an average of 3.5 or more according to the evaluation criteria.

The lecturer will inform students of the procedure for resitting or making up evaluated work when they publish the final grade. This will be published before the final mark is entered into the system. The lecturer may require an individual assignment or test to make up for each failed evaluated task, or task not performed, or choose to combine failed assessed tasks for the same purpose.

A mark of no-evaluable (N/A Not Assessable) will be awarded if a student fails to hand in more than 25% of the assessed work used to calculate the final mark.

In cases of plagiarism, copying, identity theft, etc. in an evaluation activity, a mark of "0" will be given. If such a case is detected over more than one of the evaluable exercises then the student will be given a final mark of "0" for the course.

Assessment Activities

Title	Weighting	Hours	ECTS	Learning Outcomes
Participation in respeaking fora	10	0	0	1, 8, 9, 2
Participation in voice-over fora	10	0	0	1, 8, 10, 2
Respeaking exercise 1	20	0	0	1, 5, 3, 4, 9, 2, 6, 11
Respeaking exercise 2	20	0	0	1, 5, 3, 4, 9, 2, 6, 11
Voice-over continuous assessment exercises	10	0	0	1, 5, 3, 12, 10, 2, 7
Voice-over exercise 1	15	0	0	1, 5, 3, 4, 2, 7
Voice-over exercise 2	15	0	0	1, 5, 3, 4, 2, 7

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