

**Multimedia and Videogame Localisation B-A**

Code: 44384  
ECTS Credits: 6

Degree	Type	Year	Semester
4315982 Audiovisual Translation	OB	0	1

## Contact

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## Teaching groups languages

You can check it through this [link](#). To consult the language you will need to enter the CODE of the subject. Please note that this information is provisional until 30 November 2023.

## Teachers

María Elena Hernández García

Estel·la Oncins Noguer

## Prerequisites

There are no previous requirements.

## Objectives and Contextualisation

The module's objectives are the following:

- Become familiarised with multimedia translation.
- Learn the basic notions, concepts, processes, methodologies and tools of computer-assisted translation applied to multimedia location.
- Present a panoramic vision of the videogame industry (market, producers, platforms, etc.).
- Become familiarised with the localization of video games: special characteristics of this type of translation and description of the localization process, text typologies, etc.
- Apply the knowledge acquired by translating videogame and multimedia products.

## 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. Develop the skills needed to translate a video game or multimedia product without access to the original.
4. Gain practice in the localisation processes for websites, multimedia products, video games, and applications for mobile phones and tablets.
5. Identify and correct errors in localised products.
6. Identify the different text types present in a video game and a multimedia product.
7. Produce translations that fulfill the professional standards of the localisation industry.
8. Recognise the economic and professional aspects of the localisation industry.
9. Show familiarity with quality control for localised products.
10. Show familiarity with the technical issues related to localisation.
11. Solve problems related to the location of web pages, multimedia products, video games and applications for mobile phones and tablets.
12. Use software to translate web pages, multimedia products, video games and computer applications.
13. Work in and lead teams engaging in localisation, multimedia, web pages, video games and applications for mobile phones and tablets.
14. different components video games, multimedia products, web pages applications mobile phone.

## Content

### 1. Multimedia localization

Introduction to multimedia localization

Multimedia localization: characteristics, priorities, restrictions, localization process, models, tools, technical aspects, etc.

Translation practice

### 2. Localization of video games

Introduction to the game industry.

Videogame localization: characteristics, priorities, restrictions, localization process, models, tools, technical aspects, etc.

Translation practice of different textual components and typologies.

## Methodology

An active methodology with activities of various types is used. The UAB Virtual Campus is used.

The didactic activities are organized in three blocks, according to the degree of autonomy required of the student:

- Directed activities: requires the direction of a teacher.
- Supervised activities: requires some supervision of a teacher.
- Autonomous activities: the student organizes time and effort autonomously (individually or in groups).

Annotation: Within the schedule set by the centre or degree programme, 15 minutes of one class will be reserved for students to evaluate their lecturers and their courses or modules through questionnaires.

## Activities

Title	Hours	ECTS	Learning Outcomes
Type: Directed			
Exercises, debates and discussions	8	0.32	4, 1, 3, 9, 10, 7, 5, 6, 13, 8, 14, 11, 2, 12
Theoretical lectures	16	0.64	4, 1, 3, 9, 10, 7, 5, 6, 13, 8, 14, 11, 2, 12
Translation activities	26	1.04	4, 1, 3, 9, 10, 7, 5, 6, 13, 8, 14, 11, 2, 12
Type: Supervised			
Exercise preparation	19	0.76	4, 1, 3, 9, 10, 7, 5, 6, 13, 8, 14, 11, 2, 12
Preparation of translations and assignments	64	2.56	4, 1, 3, 9, 10, 7, 5, 6, 13, 8, 14, 11, 2, 12
Student's portfolio	3	0.12	4, 1, 3, 9, 10, 7, 5, 6, 13, 14, 11, 2, 12
Type: Autonomous			
Expanding knowledge	14	0.56	2

## Assessment

### Continuous assessment

Students must provide evidence of their progress by completing various tasks and tests. These activities are detailed in the table at the end of this section of the Study Guide.

### Review

When publishing final marks prior to recording them on students' transcripts, the lecturer will provide written notification of a date and time for reviewing assessment activities. Students must arrange reviews in agreement with the lecturer.

### Missed/failed assessment activities

Students may retake assessment activities they have failed or compensate for any they have missed, provided that those they have actually performed account for a minimum of 66.6% (two thirds) of the subject's final mark and that they have a weighted average mark of at least 3.5.

The lecturer will inform students of the procedure involved, in writing, when publishing final marks prior to recording them on transcripts. The lecturer may set one assignment per failed or missed assessment activity or a single assignment to cover a number of such activities. Under no circumstances may an assessment activity worth 100% of the final mark be retaken or compensated for. In case of retaking, maximum grade will be 5 (Pass).

### Classification as "not assessable"

In the event of the assessment activities a student has performed accounting for just 25% or less of the subject's final mark, their work will be classified as "not assessable" on their transcript.

### Misconduct in assessment activities

Students who engage in misconduct (plagiarism, copying, personation, etc.) in an assessment activity will receive a mark of "0" for the activity in question. In the case of misconduct in more than one assessment activity, the student involved will be given a final mark of "0" for the subject. Assessment activities in which irregularities have occurred (e.g. plagiarism, copying, impersonation) are excluded from recovery.

### Single assessment

This module is not suitable for single assessment.

## Assessment Activities

Title	Weighting	Hours	ECTS	Learning Outcomes
Exercise 1 - Multimedia	21.25 %	0	0	4, 1, 3, 9, 10, 7, 5, 6, 14, 11, 2, 12
Exercise 1 - Video games	12.5 %	0	0	4, 1, 3, 9, 10, 7, 5, 6, 14, 11, 2, 12
Exercise 2 - Multimedia	21.25 %	0	0	4, 1, 3, 9, 10, 7, 5, 6, 14, 11, 2, 12
Exercise 2 - Video games	12.5 %	0	0	4, 1, 3, 9, 10, 7, 5, 6, 14, 11, 2, 12
Exercise 3 - Video games	12.5 %	0	0	4, 1, 3, 9, 10, 7, 5, 6, 13, 8, 14, 11, 2, 12
Participation in forums	15 %	0	0	4, 1, 3, 9, 10, 7, 5, 6, 13, 8, 14, 11, 2, 12
Student's portfolio	5 %	0	0	4, 1, 3, 9, 10, 7, 5, 6, 14, 11, 2, 12

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## **Software**

SDL Trados

memoQ

Memsources

Photoshop