ltrad2502

2025

Localisation

The version you're consulting is not final. This course description may change. The final version will be published on 1st June.

5.00 credits	15.0 h + 30.0 h	Q2

Language :	French
Place of the course	Louvain-la-Neuve
Prerequisites	· Basic familiarity with the Microsoft Office suite · Mastery of Windows Document Map Mastery of the basics of CAT tools
Main themes	Theoretical and practical aspects of the different stages in the process of localising websites, applications, software and games
Learning outcomes	**At the end of this learning unit, the student is able to :** **Contribution of teaching unit to learning outcomes assigned to programme** This unit contributes to the acquisition and development of the following learning outcomes, as assigned to the Master's degree in translation : 2.7, 2.8 4.3, 4.5 8.3 **AA-FS-TL.**To develop expertise and a high level of competence in the fields of terminology, terminotics, localisation, technical writing, and project management in translation and localisation, in order to be able to engage effectively in language service provision of this type. 1 **Specific learning outcomes on completion of teaching unit** On completing this unit the student is able to: · Deploy CAT tools, such as translation memories, in relevant and effective ways; · Update and develop the technological skills needed to work in localisation and keep abreast of technical innovations in the field; · Develop documentary and terminological research strategies that select and effectively utilise suitable tools and engines; · Acquire new knowledge that needs to be deployed to complete a localisation project; · Demonstrate familiarity with relevant professional standards and an ability to apply them and to keep up to date with their development.
Evaluation methods	Project to submit Evaluation criteria: - linguistic dimension - terminology dimension - cultural dimension - proficiency in the use of computer tools
Teaching methods	' Theory: lectures ' Practice: project-based learning ' Presential
Content	' Theory: general presentation of what localization is - definition - linguistic, terminology and cultural aspects - areas of application (websites, videogames) - presentation of the videogame world - localization process ' Practice: localization projects - website - videogame

Inline resources	/
Bibliography	/
Other infos	/
Faculty or entity in charge	LSTI

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Master [120] in Translation	TRAD2M	5		🔍