

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
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Language :	French
Place of the course	Louvain-la-Neuve
Main themes	Theoretical and practical aspects of the different stages in the process of localising websites, applications, software and games.
Learning outcomes	<p>At the end of this learning unit, the student is able to : <u>Contribution of teaching unit to learning outcomes assigned to programme</u> This unit contributes to the acquisition and development of the following learning outcomes, as assigned to the Master's degree in translation:</p> <ul style="list-style-type: none"> • translate and mediate in specific intracultural and intercultural contexts, for example, those involving public service translation (and interpreting), website or video-game localisation and accessibility, community management, etc. (8 – Translation); • pre-process, process and manage files and other media/sources as part of the translation workflow, e.g., web and multimedia files (17 – Technology). <p><u>Specific learning outcomes on completion of teaching unit</u> On completing this unit the student is able to:</p> <ul style="list-style-type: none"> • acquire new knowledge that needs to be deployed to complete a localisation project; • develop and update the technological skills needed to work in localisation and keep abreast of technical innovations in the field.
Evaluation methods	Project to submit Evaluation criteria: <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - definition - linguistic, terminology and cultural aspects - areas of application (websites, videogames) - presentation of the videogame world - localization process ' Practice: localization projects <ul style="list-style-type: none"> - 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		