

Software and Video Game Localisation (AST020L735S)

View Online



1.
Microsoft Corporation. Microsoft manual of style. Redmond, Wash: Microsoft Press; 2012.
2.
Esselink, Bert, Esselink, Bert, ebrary, Inc. A Practical guide to localization [Internet]. Vol. Language international world directory. Amsterdam: John Benjamins Pub. Co; 2000. Available from: <http://site.ebrary.com/lib/roehampton/Doc?id=5004956>
3.
Byrne, Jody. Technical translation: usability strategies for translating technical documentation. Dordrecht: Springer; 2006.
4.
Jimenez-Crespo, Miguel A. Translation and Web Localization [Paperback] [Internet]. Routledge (17 Jun 2013); Available from: http://www.amazon.co.uk/Translation-Web-Localization-Miguel-Jimenez-Crespo/dp/041564318X/ref=sr_1_1?ie=UTF8&qid=1375537400&sr=8-1&keywords=jimenez+crespo
5.
Anthony Pym. Website localization [Internet]. 2010. Available from: http://usuaris.tinet.cat/apym/on-line/translation/2009_website_localization_feb.pdf

6.

Yunker, John. Beyond borders: web globalization strategies. Hemel Hempstead: New Riders; 2002.

7.

Nitish Singh. The culturally customized Web site. Burlington, MA: Elsevier Butterworth-Heinemann; 2005.

8.

Singh, Nitish. Localization strategies for e-business. Cambridge: Cambridge University Press; 2011.

9.

John Yunker. The Art of the Global Gateway: Strategies for Successful Multilingual Navigation [Paperback]. Byte Level Research (14 Sep 2010);

10.

Nitish Singh. Localization strategies for global e-business. Cambridge: Cambridge University Press; 2012.

11.

Cronin, Michael. Translation in the digital age [Internet]. Vol. New perspectives in translation studies. London: Routledge; 2012. Available from:
<https://roe.idm.oclc.org/login?url=http://www.vlebooks.com/vleweb/product/openreader?id=Roehampton&isbn=9780203073599&uid=^u>

12.

Miguel Jiménez-Crespo. Conventions in localisation: a corpus study of original vs. translated web texts [Internet]. 2009. Available from:
http://www.jostrans.org/issue12/art_jimenez.pdf

13.

Miguel Jiménez-Crespo. To adapt or not to adapt in web localization: a contrastive genrebased study of original and localised legal sections in corporate websites [Internet]. 2011. Available from: http://www.jostrans.org/issue15/art_jimenez.pdf

14.

Miguel Jiménez-Crespo. 'Loss' or 'lost' in translation: a contrastive genre study of original and localised non-profit US websites [Internet]. 2012. Available from: http://www.jostrans.org/issue17/art_jimenez.pdf

15.

The Game Localization Handbook 2nd ed. [Paperback]. Jones and Bartlett; 2nd Revised edition edition (15 Jun 2011);

16.

Bernal-Merino MÁ, editor. TRANS: Revista de traductología.

17.

Bernal-Merino, M. . (2006). On the Translation of Video Games. The Journal of Specialised Translation, Issue 6: 22-36.

18.

(2008). Where Terminology Meets Literature, Multilingual Computing Inc., number 98, volume 19, issue 5, pp. 42-46.

19.

(2009). Video Games and Childrens Books in Translation in The Journal of Specialised Translation, Issue 11: 234-247.

20.

Austermu

hl, Frank. Electronic tools for translators. Vol. Translation practices explained. Manchester: St. Jerome; 2001.

21.

Zanettin, Federico. Comics in translation. Manchester: St. Jerome; 2008.

22.

Di

az-Cintas, Jorge. The didactics of audiovisual translation. Vol. Benjamins translation library. Amsterdam: John Benjamins Pub. Co; 2008.

23.

(2007b). Localisation and the cultural concept of play in games, gamecareerguide.com. Online.

24.

Kemble, Ian, Translation Technologies and Culture Conference, University of Portsmouth. Translation technologies and culture: proceedings of the Conference held on 11th November 2006 in Portsmouth. Portsmouth: University of Portsmouth, School of Languages and Area Studies; 2007.

25.

(2007d). Challenges in the Translation of Video Games, Tradumatica, N.5, pp. 1-7. Online.

26.

(2008a). Inside the Game Localisation Round Table. Develop Mag, online.

27.

(2008b). Whats in a Game?, Localisation Focus, Volume 6, Issue 1, pp. 29-38. Online.

28.

(2009). An interview with Dave Ranyard (Creative Services) and Vanessa Wood (Localisation), Sony Computer Entertainment Europe, The Journal of Specialised Translation, Issue 11.

29.

Bowker, Lynne. Computer-aided translation technology: a practical introduction. Vol. Didactics of translation series. Ottawa: University of Ottawa Press; 2002.

30.

Quah, C. K. Translation and technology. Vol. Palgrave textbooks in translating and interpreting. Basingstoke: Palgrave Macmillan; 2006.

31.

European Commission. Translating for a multilingual community. Luxembourg: Office for Official Publications of the European Communities; 2007.

32.

Directorate General for Translation of the European Commission, Translation Tools and Workflow (2002, 2004 eds).

33.

Bowker, Lynne. Unity in diversity?: current trends in translation studies. Manchester: St. Jerome; 1998.

34.

Somers, H. L., ebrary, Inc. Computers and translation: a translator's guide. Vol. Benjamins translation library. Amsterdam: J. Benjamins; 2003.

35.

ebrary, Inc. Translating into success: cutting-edge strategies for going multilingual in a global age. Vol. American Translators Association scholarly monograph series. Amsterdam: John Benjamins; 2000.